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Bloodborne™

The Old Hunters

COLLECTOR'S EDITION GUIDE

FUTUREPRESS

BLOODBORNE™ THE OLD HUNTERS
COLLECTOR'S EDITION GUIDE

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Drip, Drip...

Welcome to The Old Hunters Collector's Edition Guide. It's really not common for an expansion to get its own separate official guide, even when its one as generous in content as The Old Hunters is. Usually, it's something we'd really want to do but couldn't quite justify actually doing it. This time, though, we did it anyway – mostly because we love Bloodborne.

As we experiment with new ideas we tend to focus on games we enjoy playing and reading about. Bloodborne has an intensely creative online community dedicated to solving its mysteries. When making a book about a game that has such an established community it would seem odd not to focus on the things they want to know more about and include content that couldn't exist without working directly with the game's creators. In this case that means digging into the game's story and lore, providing detailed and useful weapon comparison tools and showcasing as much concept artwork as we possibly can. We'd love to hear what you think of the results.

Chapter Overview

Chapter 1 Training Manual

Here you'll find everything you need to get up to speed and ready for The Old Hunters, whether you're new to Bloodborne or and old hand. Accessing the new areas, updates to Bloodborne since its release and weapon analysis are all covered on these pages.

Chapter 2 Hunting Grounds

This unique area guide and walkthrough chapter, using detailed illustrated maps with critical route lines to take you through the new areas step-by-step. If you don't want to miss a thing, this is the chapter for you.

Chapter 3 The Bestiary

The all-new set of nightmare creatures introduced in The Old Hunters are covered in full detail in this chapter. Strategies are exhaustive and the data about their health and defenses make planning your tactics easy.

Chapter 4 Arsenal & Attire

With the arsenal greatly expanded in The Old Hunters you'll want to dig deep into this chapter for all of the new quirks and details before selecting your tools of choice. You can also admire the new wardrobe additions here.

Chapter 5 Hunter's Appendices

The topics covered here are varied and may contain spoilers, beginning with an in-depth look at all of the new NPC characters and the allies you can summon. A trophy guide, hard-to-find enemies and complete shop inventories are among its many other delights.

The Story of Yhamam

This special section lays out the core of Bloodborne's complex story, making it easy to follow and understand. Through a very careful process we've used only facts presented in the game as cited references to build and support this exclusive text.

About the Data

The data in this book is accurate according to Bloodborne's 1.07 update. While there may be further updates in the future, we are very confident that (as with the original Bloodborne Collector's Edition Guide) most of the data in this book will remain correct. Even if small changes are made, these are very unlikely to affect the strategies or the positions of items, so the text will remain as useful as ever.

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Chapter 1

Training Manual

No matter whether you're just starting out in Bloodborne or a seasoned hunter looking for new prey, you'll benefit from taking a look through this chapter before embarking on the hunt. Here we bring you up to speed on what's new in The Old Hunters and shed new light on the changes made since Bloodborne's release. As a bonus, we analyze the speed and properties of the new tools at your disposal.

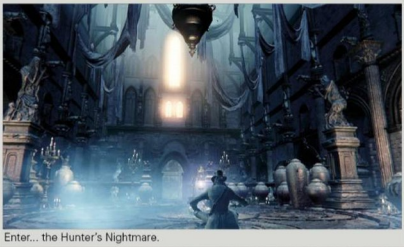
Welcome to The Old Hunters

The Old Hunters is an expansion to Bloodborne that adds a wealth of new areas, weapons, enemies and items to the game. If you want to know everything about the new content and the changes to the game since its release, this chapter will be your one-stop source of knowledge. First, let's run down exactly what's new in The Old Hunters.

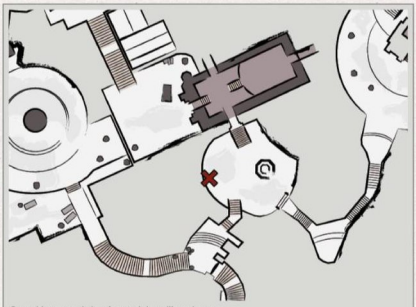
What's new

- 3 areas
- 23 enemy types
- 5 bosses
- 10 right hand weapons
- 5 left hand weapons
- 3 spells
- 12 attire sets
- 3 Caryll runes
- 13 summonable NPCs

Of course with so many new additions come greatly expanded possibilities. Dedicated players will be able to explore new ways to play the original areas using the new tools. You'll need to collect them all first, however, so let's take a look at the where and when of accessing the Old Hunters' new areas.



Enter... the Hunter's Nightmare.

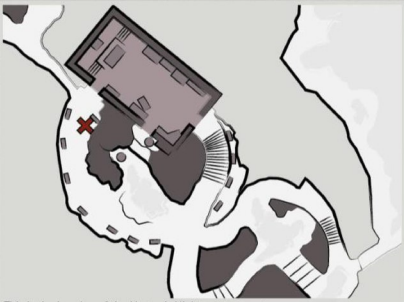


Stand here and the Amygdala will grab you...

Accessing the New Areas

If you've started a new game, you'll need to make your way through Central Yharnam to the Cathedral Ward. Either purchase the Hunter Chief Emblem to open the gate, or advance through Old Yharnam and the Healing Church Workshop to reach the Grand Cathedral. Defeat Vicar Amelia in the Grand Cathedral and inspect the nearby skull to advance time to Night. Now, upon returning to the Hunter's Dream you'll find the Eye of a Blood-drunk Hunter at the foot of the Side Stairway. Take it, return to the Oedon Chapel in the Cathedral Ward and leave the building through the left exit to the Well area. Head over to where the Hunter's attire set was located and allow the Amygdala perched on the chapel to grab you. After a short cutscene, you'll be transported to the Hunter's Nightmare. From this point onward, the gravestone near the rear entrance of the building in the Hunter's Dream will serve as your warp point to and from the expansion areas.

This gravestone will allow you to access the new areas after lighting the lamps within them.



This is the location of the Hunter's Nightmare gravestone.

Once you've accessed the Hunter's Nightmare this gravestone will act as your portal there. Previously, the Doll would sometimes be kneeling by this gravestone when you entered the Dream, but once it's activated as a portal she no longer will.

Once you have the Eye of a Blood Drunk Hunter, stand on this spot...

...and the Amygdala will take you to the Hunter's Nightmare.

1

When to Dive In

Although you can access the Hunter's Nightmare as soon as the game time advances to Night, tackling the new areas this early would pose a severe challenge; you would be at a serious disadvantage against the powerful enemies and bosses that await. For a more balanced experience, a minimum Blood Level of 80 with at least one right-hand weapon upgraded to +9 is recommended. This means either heading into the Hunter's Nightmare after clearing most of the areas in the main game or after considerable Chalice Dungeon play. That said, speedrunners and challenge enthusiasts will find no shortage of opportunities to flex their muscles in these areas by entering as early as possible.

The Ever-Evolving Nightmare

FromSoftware have been updating the game periodically to adjust and improve its balance and user-friendliness. The following section details some of the most important changes that have been made to Bloodborne since the game's launch and the publication of the original Official Strategy Guide. While not an exhaustive changelog, key points have been summarized with additional information and clarification.

System and Mechanics Updates

The system-related changes since release revolve primarily around making various game elements user-friendlier. The most obvious example of this is the Insight Shop now opening for business when you gain a single point of Insight. It will also remain available even when you have no Insight, rather than the previous minimum of ten being a permanent requirement. This makes it much easier to buy, for example, a single Blood Stone Shard to complete a weapon upgrade when you only have a few points of Insight. You also won't need to worry about losing access to the Insight Shop when you're trying to keep your Insight total low (perhaps because you have some Winter Lanterns you want to kill). The insight Shop will begin selling Blood Stone Chunks after you defeat The One Reborn, at a cost of 20 Insight each. Blood Rocks can be purchased for 60 Insight after Mergo's Wet Nurse is defeated.

System and Mechanics Updates

- The Insight Shop will now appear when players have more than 1 point of Insight.
- Blood Stone Chunks and Blood Rocks can now be acquired from the Insight Shop. Defeat The One Reborn to unlock Blood Stone Chunks and Mergo's Wet Nurse to unlock Blood Rocks.
- The maximum number of Blood Vials and Quicksilver Bullets that can be stored has been increased from 99 to 600.
- Enemy strength in several New Game + areas has been adjusted.
- Enemy resistance to arcane and bolt attacks have been adjusted.
- Beasthood is now easier to increase. This allows players to have stronger attacks for a longer period. Accordingly, players will now accumulate Beasthood faster while under the effects of a Beast Blood Pellet.

Another major upgrade that makes things smoother for players is that the maximum number of Blood Vials and Quicksilver Bullets you can hold in storage at the Hunter's Dream has been increased to an impressive 600. This allows you to stockpile these basic items in the early areas, meaning you won't have to constantly farm or purchase more after a few failed attempts at a tough boss fight.

Enemy strength and resistances have been adjusted in certain cases, particularly in New Game+. This is in order to facilitate a more balanced experience, making bolt and arcane closer to fire in usefulness across a wider spectrum of enemies.

There is no waking up from this dream.

Chalice Dungeons

A number of significant changes designed to make the Chalice Dungeons a bit more welcoming have been implemented. Lost and Uncanny weapons that you've found in treasure rooms will now become permanently available for purchase from the shops in the Hunter's Dream (as well as shops found in the dungeons themselves). Additionally, dungeon bosses will now sometimes drop upgrade materials depending upon the Depth rating and the actual floor on which they're encountered. For detailed information on acquisition of these materials, please refer to the table on the opposite page. Also note that the percentages shown here are base values only and do not take into account any additional drop rate modifiers from "Eye" Runes or the "Milkweed" Oath Rune.

The Insight shop will no longer close for business once it's open.

Chalice Dungeons Updates

- Lost and Uncanny weapons obtained in Chalice Dungeons will become available for purchase from the Bath Messengers in the Hunter's Dream.
- The rank of Blood Gemstones appearing in Depth 1-3 Chalice Dungeons has been boosted.
- More Blood Echoes will be obtained for defeating enemies in Chalice Dungeons.
- The guest player's HP will drop to 50% instead of 65% in a Cursed Chalice Dungeon.
- When using a Short Ritual Root Chalice for co-op play, the guest player will always start from the Lamp room of each floor rather than in random locations.
- Players can now acquire a Short Ritual Root Chalice by trading Insight. The Chalice will become available after completing the Pthumeru Chalice dungeon. Players can now use the Short Ritual Root Chalice's quick matching feature in the early part of the game.
- Chalice Dungeon bosses will now drop weapon upgrade materials. Materials that can be obtained will change depending on the depth of the dungeon.

Dungeon Depth/Floor	Chance of Upgrade Material			Chance of Nothing
Depth 1 (upper floor, middle floor)	× 2 17%	16%		67%
Depth 1 (lower floor, bottom floor)	× 2 25%	8%		67%
Depth 2 (upper floor, middle floor)	× 2 8%	25%		67%
Depth 2 (lower floor, bottom floor)	× 2 13%	21%		67%
Depth 3 (upper floor, middle floor)	6%	× 2 27%		67%
Depth 3 (lower floor, bottom floor)	8%	× 2 25%		67%
Depth 4 (upper floor, middle floor)	× 2 4%	29%		67%
Depth 4 (lower floor, bottom floor)	× 2 6%	27%		67%
Depth 5 (upper floor, middle floor)	× 2 24%	17%		59%
Depth 5 (lower floor, bottom floor)	8%	× 2 33%	9%	50%

Blood Stone Shard | Twin Blood Stone Shards | Blood Stone Chunk | Blood Rock

Dungeon enemies in general now yield a higher amount of Blood Echoes upon defeat and, for those who wish to access advanced dungeons as early as possible, the Short Ritual Root Chalice can now be purchased from the Insight Shop for ten points of Insight after obtaining the Pthumeru Chalice from the Blood-starved Beast in Old Yharnam and clearing the associated dungeon. Skipping straight to more challenging (and rewarding) dungeons provides more options for progression and can be used to increase the speed of character leveling, especially in combination with the other adjustments to Chalice Dungeons.

Blood Stone Chunks will be available for purchase now after defeating The One Reborn.

Multiplayer

A few notable changes have been made to the cooperative side of Bloodborne's multiplayer functionality. When playing the game online, you'll now be able to tell when another player in your level range is seeking a co-op partner by looking at the ghost images of players in your vicinity. The ghosts of players in your eligible range whose Small Resonant Bells are active will be marked by a ripple effect at their feet, allowing you to see how many potential candidates are present in your matchmaking zone. Likewise, using your Beckoning Bell will mark your own ghost image with a similar ripple effect, indicating your intentions to others in your level range.

Another change to Bloodborne's multiplayer is the addition of several new NPC allies who may be summoned at points throughout the main game, the expansion areas and the preset Chalice Dungeons to assist you with boss fights. You can summon these characters even when playing offline, though in many cases you'll need to meet other prerequisites such as completing quests or equipping the "Impurity" Oath Rune in order to be able to summon them. For a complete list of these NPCs and their locations, please refer to

Multiplayer Updates

- If a player uses the Beckoning Bell or Small Resonant Bell while using a password, it will be clearly indicated that a password is in use.
- When players use a password, they will be matched regardless of level difference.
- If the level difference between the host and the guest when matched using a password is large, the guest's stats will be adjusted to match the host's.
- As long as the other player uses the same password, members of enemy covenants can also play co-op.

p162 of the Hunter's Appendices. Of particular interest to fans of cooperative multiplayer is the League of Confederates, an organization whose Oath Rune allows you to summon other members when you equip it and provides a miniscule boost to your max HP for doing so. The League is led by Valtr, Master of the League, who can be found in the Forbidden Woods at the top of the Small Windmill's elevator shortcut; you may elect to join their ranks as soon as you gain access to his location.

Join Valtr's League to summon new allies and to receive online co-op boons.

Arsenal & Attire

Several weapons and tools have been strengthened in various ways. The most notable of these upgrades are in stamina cost reductions for the Kirkhammer and Logarius' Wheel. Please refer to the tables below for their exact upgrade values.

Kirkhammer (Transformed mode) Updates

Attack	Original value	Updated value
R1	38	30
↳ R1 (2nd)	38	30
R2	50	40
R2 (Charged)	80	72
R2 (Dash)	50 (+X)	40 (+X)
L2	40	32
↳ L2 (2nd)	35	28
↳ L2 (3rd)	45	38

Logarius' Wheel Updates

Attack	Original value	Updated value
R1	38	30
↳ R1 (2nd)	38	30
↳ R1 (3rd)	50	40
R2	80	72
R2 (Charged)	50 (+X)	40 (+X)

Stat scaling and Quicksilver Bullet consumption for key offensive tools such as A Call Beyond have been improved, as has the Hunter Bone's effect duration. Perhaps the most curious change, however, is the addition of interrupt and stagger properties to the Augur of Ebrietas, providing this oft-overlooked and underutilized tool with a whole new range of potential applications.

Arsenal & Attire

- The use of Stamina when wielding the Kirkhammer has been reduced.
- The use of Stamina when wielding Logarius' Wheel has been reduced.
- Increased stat scaling for the Tiny Tonitrus. The damage dealt when using this item with a low Arcane stat has been increased.
- Increased stat scaling for Augur of Ebrietas. The damage dealt when using this item with a low Arcane stat has been increased. Additionally, this tool is now capable of performing both frontal interrupts and rear staggers in the same manner as gunshots and charged attacks, respectively.
- The number of Quicksilver Bullets consumed by A Call Beyond has been reduced to 7.
- The number of Quicksilver Bullets consumed by the Choir Bell has been reduced to 7.
- The number of Quicksilver Bullets consumed by the Old Hunter Bone has been reduced to 4 and its effect duration has increased.
- The number of Quicksilver Bullets required to fire the Cannon has been increased to 12.

Arcane tools such as 'A Call Beyond' have been improved.

The Augur of Ebrietas now has interrupt and stagger properties for Arcane specialists.

Among this myriad of power-ups, however, comes one (perhaps understandable) downgrade: the Cannon now requires twelve Quicksilver Bullets per shot instead of ten. This prevents the possibility of firing an extra shot through the use of Blood Bullets before each shot. It should be noted that the similar Church Cannon only requires ten bullets per use, so that tactic still applies.

Although still incredibly powerful, the Cannon now requires 12 Quicksilver Bullets to use instead of the previous 10.

The all-new Church Cannon uses 10 Quicksilver Bullets – ideal for taking advantage of Blood Bullets.

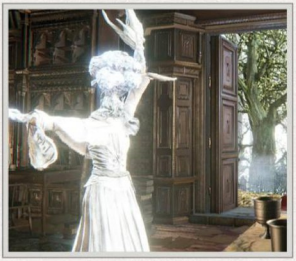
Unleash the Beast

Players who have longed for the ability to transform into a beast will rejoice to learn that just such a feature has been added in the Old Hunters expansion. By equipping the "Beast's Embrace" Oath Rune obtained in the Hunter's Nightmare your character will transform into a beast, replete with a shaggy mane and fur physics. To make this new transformation complete you can equip the Beast Claw weapon to gain access to a completely unique and far more beastly moveset. To access this weapon, head for the Ailing Loran Chalice Dungeon and search the treasure room on Layer 2 just before that floor's first Lamp.

The Beasthood system has been made considerably more useful through a series of improvements to the Beast Claw, Beast Blood Pellets and the accumulation rate of the Beasthood meter. All of these upgrades combined mean that you can reliably deal more damage for longer periods, making a pure beast-mode play-style not only viable, but a very strong tactic in many situations.

Become Kin

Those who eschew blood and beasts in favor of more otherworldly aesthetics haven't been neglected – there is another transformation arriving with The Old Hunters. By equipping the "Milkweed" Oath Rune, your character will undergo a cosmos-themed transformation and gain access to the Kos Parasite's unique moveset, this time utilizing tentacles and astral energy. This is more limited in usefulness than the Beast Claw transformation, but it allows you to fight your way through the game using only arcane damage, so it complements the newly upgraded arcane items well.



Weapon Analysis

To aid you in comparing weapons, the charts in this section show you visually which of them have the fastest attacks and which take the longest to recover. The scale at the top of each table represents the duration of the slowest attack in frames – use that to work out the relative speeds of each attack based on the lengths of the bars. Bloodborne runs at 30 frames per second, and the average attack takes 15 frames to become active, which equals half a second.

The bold unit lines denote every 5th frame while the regular lines denote each single frame. Each bar has three segments; the first is the time until the attack is active, the second red segment is the active frame (the short time in which the attack can hit), and the third is the recovery period. For charged attacks, the blue bar is the time until the flash. During this period you can be knocked out of the attack, but you can also release the attack early. The recovery period ends at the exact moment where you can cancel the animation into another one, such as as Quickstep or another attack.

The recovery time of charged attacks is important when staggering an enemy from behind – the shorter the recovery of the attack that caused the stagger, the more time you'll have to take advantage of it. You can also follow up stagger or interrupt with a powerful strike that will deal extra bonus damage while a visceral attack is possible. The exactl values change a little from enemy to enemy, but the table here shows an example from the point when your attack connects against a Huntsman.

Huntsman	Visceral Attack Possible Until	Enemy Recovers
Stagger	52	72
Interrupt	56	64

R1 Attacks

Normal R1 Attacks: If you look at the table, you'll notice the Saw Cleaver, Saw Spear, Blade of Mercy and Beast Claw have the fastest R1s. The Blade of Mercy is the fastest among them, but deals the least physical damage; this is made up for with its arcane attack, though that won't help against all foes. A key thing these weapons have in common is low range. You'll have to sacrifice speed for better reach, but you still have some good options. The Rifle Spear's R1s reach the furthest, but only strike directly ahead. For shorter, but broader swings with comparable speed, use the Burial Blade, Ludwig's Holy Blade or Kirkhammer.

Transformed R1 Attacks: A common advantage of transforming a weapon is increasing range; if you're willing to trade, the Blade of Mercy, Reiterpallash and both incarnations of the Beast Claw have the fastest R1 attacks of all. The Blade of Mercy's R1s will finish before many weapons even reach their first hitbox frame! The Hunter Axe R1s hit fairly quick, but take longer to recover; it's worth it though, as they're versatile with amazing reach. For the best reach possible, use either the Threaded Cane or Beast Cutter. The Threaded Cane focuses on Skill and the Beast Cutter focuses on Strength, so you have options to suit your build.

Normal R1 Attacks

Weapon (Stamina use)	Duration (based on 40 frames max)
Saw Cleaver (20)	
Saw Spear (20)	
Hunter Axe (25)	
Threaded Cane (17)	
Burial Blade (23)	
Blade of Mercy (15)	
Kirkhammer (16)	
Ludwig's Holy Blade (16)	
Reiterpallasch (18)	
Chikage (23)	
Rifle Spear (18)	
Stake Driver (19)	
Tonitrus (23)	
Logarius' Wheel (30)	
Beast Claw (15)	
Beasthunter Saif (30)	
Beast Cutter (25)	
Church Pick (20)	
Holy Moon. Sword (25)	
Simon's Bowblade (20)	
Rakuyo (23)	
Boom Hammer (25)	
Whirligig Saw (18)	
Bloodletter (23)	
Amygdalan Arm (25)	
Kos Parasite (24)	
Beast Claw (Rune) (15)	

Transformed R1 Attacks

Weapon (Stamina use)	Duration (based on 51 frames max)
Saw Cleaver (24)	
Saw Spear (25)	
Hunter Axe (27)	
Threaded Cane (17)	
Burial Blade (28)	
Blade of Mercy (11)	
Kirkhammer (30)	
Ludwig's Holy Blade (36)	
Reiterpallasch (16)	
Chikage (25)	
Rifle Spear (20)	
Stake Driver (15)	
Tonitrus (23)	
Logarius' Wheel (32)	
Beast Claw (14)	
Beasthunter Saif (25)	
Beast Cutter (30)	
Church Pick (25)	
Holy Moon. Sword (35)	
Simon's Bowblade (30)	
Rakuyo (23)	
Boom Hammer (50)	
Whirligig Saw (30)	
Bloodletter (25)	
Amygdalan Arm (25)	
Kos Parasite (28)	
Beast Claw (Rune) (18)	

R2 Attacks

Normal R2 Attacks: Again, if you don't mind its short range, the Blade of Mercy has the fastest R2 of any weapon. The Threaded Cane's R2 comes in a close second, and it deals solid damage. If you're looking for something with better reach, try the Holy Moonlight Sword; for a weapon of this size, the speed and damage of its R2 are tremendously good. Ludwig's Holy Blade, the Kirkhammer and Boom Hammer all pretty good, and if you look at the table you'll notice their speeds are exactly the same. The Kirkhammer and Ludwig's are both weaker, but their thrust damage may work out better, since not as many enemies are weak to the Boom Hammer's blunt damage.

Transformed R2 Attacks: The transformed R2 chain of the Rakuyo is faster than Blade of Mercy's, but deals considerably less damage. That being said, you'll deal more damage in less time using the Blade of Mercy. You'll still find good use with the Rakuyo's chain though, since it will allow you to deal thrust damage consistently and quickly. Another weapon with a thrusting R2 is the Saw Spear, which is quick with better range. If you need a strong attack for handling crowds, the Saw Cleaver's R2 is the fastest for this. The R2 of the church pick is similarly good for this purpose, but slightly slower; on the other hand, it deals serration and righteous damage, so it may be the better choice yet.

Normal R2 Attacks

Weapon (Stamina use)	Duration (based on 60 frames max)
Saw Cleaver (35)	
Saw Spear (35)	
Hunter Axe (45)	
Threaded Cane (30)	
Burial Blade (45)	
Blade of Mercy (30)	
Kirkhammer (55)	
Ludwig's Holy Blade (55)	
Reiterpallasch (35)	
Chikage (40)	
Rifle Spear (40)	
Stake Driver (45)	
Tonitrus (37)	
Logarius' Wheel (55)	
Beast Claw (45)	
Beasthunter Saif (40)	
Beast Cutter (40)	
Church Pick (40)	
Holy Moon. Sword (40)	
Simon's Bowblade (30)	
Rakuyo (45)	
Boom Hammer (45)	
Whirligig Saw (30)	
Bloodletter (40)	
Amygdalan Arm (40)	
Kos Parasite (40)	
Beast Claw (Rune) (25)	

Transformed R2 Attacks

Weapon (Stamina use)	Duration (based on 69 frames max)
Saw Cleaver (38)	
Saw Spear (35)	
Hunter Axe (50)	
Threaded Cane (32)	
Burial Blade (40)	
Blade of Mercy (45)	
Kirkhammer (40)	
Ludwig's Holy Blade (50)	
Reiterpallasch (0)	
Chikage (55)	
Rifle Spear (45)	
Stake Driver (55)	
Tonitrus (37)	
Logarius' Wheel (40)	
Beast Claw (50)	
Beasthunter Saif (35)	
Beast Cutter (50)	
Church Pick (45)	
Holy Moon. Sword (50)	
Simon's Bowblade (60)	
Rakuyo (23)	
Boom Hammer (80)	
Whirligig Saw (55)	
Bloodletter (45)	
Amygdalan Arm (45)	
Kos Parasite (56)	
Beast Claw (Rune) (30)	

1

Stamina Usage

While speed is an important factor to consider when choosing a weapon, its stamina usage can be equally, or even more important. R1 and R2 attacks are the bread and butter of a weapon, so we've included the cost in stamina for these in parenthesis after each weapon's name. If you're using a character with low stamina, weapons such as the Threaded Cane, Rifle Spear, Blade of Mercy, and Reiterpallasch are all great options. Weapons of this sort usually have short range; the Rifle Spear and Threaded Cane are exceptions to this, but their start-up durations are comparably longer.

Both the standard and Beast's Embrace rune movesets of the Beast Claw are low in stamina use – but you'll need to attack almost constantly to take advantage of its damage increase with Beasthood, which means this weapon actually works better for high stamina builds. Other weapons which work best for high stamina builds are strength weapons, such as the Amygdalan Arm, Bloodletter and Logarius' Wheel; their swings are slow and stamina costs are high, but their damage output per hit is tremendous. Either extreme is not always ideal, so you may instead want to use weapons with more general stamina costs. Weapons like these tend to be for characters balanced in the middle of things, so you'll still have quite a few options if you're not interested in investing heavily into only a few stats. The Saw Cleaver, Saw Spear, Church Pick, Whirligig Saw and Hunter Axe all use reasonable amounts of stamina and swing at a generally good speed for good damage, especially in their transformed modes, which will afford you better range.

Transformation Attacks

Normal Transformation Attacks: The quickest normal mode transformation attacks you can use belong to the Beasthunter Saif and Chikage, followed closely by the Saw Cleaver and Saw Spear. They're all good, but the Chikage deals the most damage; beware though, this weapon drains health while transformed. The most powerful transformation attacks are either slow to use, such as the Holy Moonlight Sword or Burial Blade's, or in the Bloodletter's specific case, dangerous. The Bloodletter's transformation attack inflicts self damage, but hits hard with massive impact to make up for this.

Transformed Transformation Attacks: The transformation attacks of the transformed Saw Spear and Saw Cleaver are quite similar, even sharing the same recovery times. Comparing the two, the Saw Spear hits first, but deals less damage than the Saw Cleaver, so it's up to you to decide which is more valuable. The threaded cane's transformation attack shares the same recovery speed as these weapons and strikes even faster, but for less damage. Many transformed mode transformation attacks swing in wide horizontal arcs which are great for crowds; the fastest weapon for this is the Beasthunter Saif, and it deals solid damage to boot.

Normal Transformation Attacks

Weapon (Stamina use)	Duration (based on 66 frames max)
Saw Cleaver (23+)	
Saw Spear (23+)	
Hunter Axe (30+)	
Threaded Cane (25+)	
Burial Blade (25+)	
Blade of Mercy (15+)	
Kirkhammer (40+)	
Ludw. Holy Blade (40+)	
Reiterpallasch (0+)	
Chikage (35+)	
Rifle Spear (0+)	
Stake Driver (15+)	
Tonitrus (40+)	
Logarius' Wheel (30+)	
Beast Claw (–)	(transformation)
Beasthunter Saif (30+)	
Beast Cutter (45+)	
Church Pick (30+)	
Holy Moon. Sword (40+)	
Simon's Bowblade (35+)	
Rakuyo (36+)	
Boom Hammer (30+)	
Whirligig Saw (25+)	
Bloodletter (30+)	
Amygdalan Arm (30+)	
Kos Parasite (28+)	
Beast Claw (Rune) (30+)	

Transformed Transformation Attacks

Weapon (Stamina use)	Duration (based on 74 frames max)
Saw Cleaver (30+)	
Saw Spear (30+)	
Hunter Axe (30+)	
Threaded Cane (25+)	
Burial Blade (20+)	
Blade of Mercy (15+)	
Kirkhammer (20+)	
Ludw. Holy Blade (30+)	
Reiterpallasch (23+)	
Chikage (20+)	
Rifle Spear (25+)	
Stake Driver (20+)	
Tonitrus (–)	N/A
Logarius' Wheel (0+)	
Beast Claw (25+)	
Beasthunter Saif (30+)	
Beast Cutter (50+)	
Church Pick (35+)	
Holy Moon. Sword (60+)	
Simon's Bowblade (35+)	
Rakuyo (50+)	
Boom Hammer (–)	N/A
Whirligig Saw (35+)	
Bloodletter (30+)	
Amygdalan Arm (50+)	
Kos Parasite (40+)	
Beast Claw (Rune) (30+)	

Charged R2 Attacks

Normal Charged R2 Attacks: Landing charged attacks can be tricky, especially if you intend to stagger, so speed is an important factor here. The Saw Cleaver, Saw Spear, Beast Cutter and Blade of Mercy will finish charging well before other attacks; the Blade of Mercy is the fastest, but also has the least range, so hitting your targets may be difficult. The Rakuyo may not be as swift, but its charged R2 is a powerful thrust with solid forward momentum. For high damage, the strongest charged attacks you can use belong to the Hunter Axe, Amygdalan Arm and Holy Moonlight Sword. The Holy Moonlight Sword's will deal the most damage of this bunch, and it has surprisingly good speed for an attack of this caliber!

Transformed Charged R2 Attacks: Quite a few weapons cannot use charged R2s when transformed, so you may want to pick your weapon based on this factor. The Saw Cleaver and Saw Spear's charged R2s are the quickest of all weapons. The Cleaver hits first but takes longer to recover, while the spear hits later and recovers faster, so you'll need to decide which is more important. What the tables won't show is the amazing forward momentum of the Rifle Spear's charged R2, so don't let the long bar scare you off. The Holy Moonlight Sword's charged R2 takes a while, but it if you want spectacular damage it can't be beat.

Normal Charged R2 Attacks

Weapon (Stamina use)	Duration (based on 92 frames max)
Saw Cleaver (50)	
Saw Spear (50)	
Hunter Axe (75)	
Threaded Cane (45)	
Burial Blade (65)	
Blade of Mercy (50)	
Kirkhammer (75)	
Ludwig's Holy Blade (75)	
Reiterpallasch (50)	
Chikage (60)	
Rifle Spear (55)	
Stake Driver (65)	
Tonitrus (55)	
Logarius' Wheel (65)	
Beast Claw (50)	
Beasthunter Saif (60)	
Beast Cutter (70)	
Church Pick (55)	
Holy Moon. Sword (60)	
Simon's Bowblade (20)	
Rakuyo (60)	
Boom Hammer (70)	
Whirligig Saw (45)	
Bloodletter (60)	
Amygdalan Arm (60)	
Kos Parasite (50)	
Beast Claw (Rune) (40)	

Transformed Charged R2 Attacks

Weapon (Stamina use)	Duration (based on 100 frames max)
Saw Cleaver (50)	
Saw Spear (50)	
Hunter Axe (100)	
Threaded Cane (–)	N/A
Burial Blade (100)	
Blade of Mercy (–)	N/A
Kirkhammer (80)	
Ludwig's Holy Blade (75)	
Reiterpallasch (–)	N/A
Chikage (60)	
Rifle Spear (60)	
Stake Driver (150)	
Tonitrus (55)	
Logarius' Wheel (20+20)	
Beast Claw (70)	
Beasthunter Saif (50)	
Beast Cutter (–)	N/A
Church Pick (70)	
Holy Moon. Sword (75)	
Simon's Bowblade (90)	
Rakuyo (–)	N/A
Boom Hammer (120)	
Whirligig Saw (80)	
Bloodletter (70)	
Amygdalan Arm (70+20)	
Kos Parasite (–)	N/A
Beast Claw (Rune) (–)	N/A

Weapon Regain

When you take damage, you have a limited window of time to recover lost health. This is indicated by an orange bar which appears where your total health was previously. To recover lost health, you'll simply need attack to an enemy. You can utilize this system on enemies even after they have been killed, but only during their death animations. There are two terms for this system, which can be used interchangeably: regain and rally.

The numbers beside each weapon in the table correspond to how much health its attacks will recover with their full attack rating, both when un-upgraded and fully upgraded. The amount of health you will receive relies closely, but not exactly, on the specific damage multiplier of the attack.

The Hunter Axe will net you the highest amount of health recovered per hit across all upgrade levels. At higher levels, the Kirkhammer rivals this weapon, and its normal mode will be able to regain health faster due to its quick swing speeds. The Whirligig Saw regains equally as high, but where it shines is with the rapid shreds of the transformed mode, all of which count towards the regain system! Don't let the small numbers for weapons like the Blade of Mercy fool you – you'll be able to hit twice as fast as heavier weapons and regain similar or even greater amounts. Be aware however; ranged attacks such as gunfire won't count towards the regain system.

Weapon Regain

Weapon	Base Regain / Fully Upgraded Regain (based on 125 HP max)
Saw Cleaver	
Saw Spear	
Hunter Axe	
Threaded Cane	
Burial Blade	
Blade of Mercy	
Kirkhammer	
Ludwig's Holy Blade	
Reiterpallasch	
Chikage	
Rifle Spear	
Stake Driver	
Tonitrus	
Logarius' Wheel	
Beasthunter Saif	
Beast Cutter	
Church Pick	
Holy Moon. Sword	
Simon's Bowblade	
Rakuyo	
Boom Hammer	
Whirligig Saw	
Bloodletter	
Amygdalan Arm	
Kos Parasite	
Beast Claw (Rune)	
Fist of Gratia	
Bare Fists	

Chapter 2

Hunting Grounds

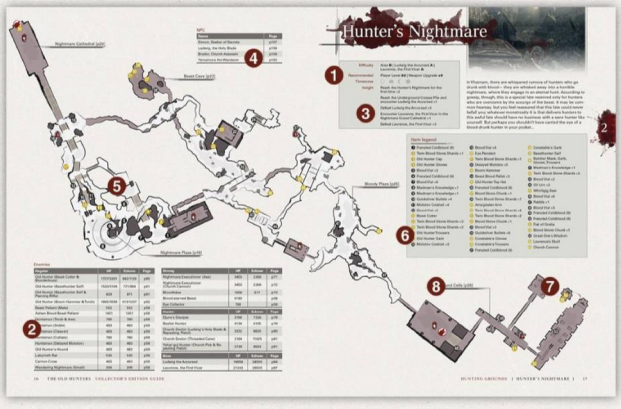
For the true hunter, there's no better hunting ground than a nightmare, even if it happens to be your own. That's where the greatest foes lie in wait, and where the best treasures are hidden. These new areas are ripe for the plunder, but you'll be contending with the most dangerous bests of all for their prizes: other hunters, drunk with blood. Here we'll take you through these areas and make sure that the blood that gets spilled along the way won't be your own.

About this Chapter

Welcome to the Hunting Grounds. This is a hybrid chapter that shows you everything there is to know about each area while also providing a critical route to follow. On these pages we'll take you through the elements that make the chapter work.

Overview Pages

All areas begin with an overview page (or pages in the case of the Research Hall) on which you'll find the full area map (separated into floors so that all parts are visible) alongside a breakdown of everything the area contains: enemies, NPCs, items and landmarks. We'll show an example overview page here, and each individual element is explained below via the letters linking them to the example.



1 Area Details

We've included some small signifiers to give you an idea of an area's difficulty level and place within the game's overall flow. The first of these rates the area's difficulty. The second shows the character level and primary weapon level we recommend when entering the area. Finally there's the time of day, though this is included only for consistency with the original Bloodborne guide – the Old Hunters areas all exist outside of the game's usual timezones.

2 Enemies

This chart lists all of the enemies you'll encounter in the area. Each one has a page reference you can follow to find their strategy and data. For easy reference, we also show each enemy's HP and the amount of Blood Echoes they drop when defeated. Enemies are categorized into 4 distinct types: Regular, Hunter, Strong and Boss.

3 Insight

There are things you can do in each area that will cause you to gain Insight. Here we list each of these things, along with the exact amount of Insight you'll gain. For details on what you can spend your Insight on, check out p172.

4 NPCs

Some (but not all) areas are home to NPCs that ask for your help or just want to talk to you (before they kill you). These are listed in small charts like this one, with a page reference in case you want to find out more details on a particular NPC.

5 Bell Ringers

When you ring the Beckoning Bell, the help you call for will bring with it a Bell Ringer, who will summon opposing hunters. You'll need to find and kill her to avoid being invaded, so her location in each area is important. We've added the Bell Ringer icon to the overview maps to make this as easy as possible.

6 Items

Every area has items that you can find and pick up. We show their locations as numbered icons on the overview map, each one corresponding to the numbers in the Item Legend list. Most items have black icons on the map, but some very important ones are colored gold to make them stand out. These gold icons are also placed next to the individual Focal Point headers so that you can quickly find and read about the area where you pick up the item.

7 Map Links

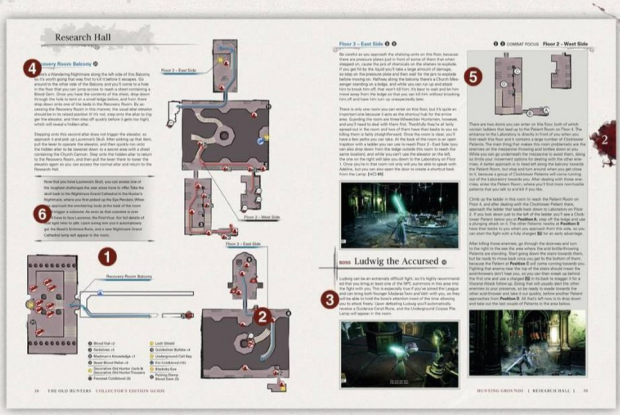
In the sample page you'll see that we use curving red lines to link places where one floor leads to another (usually via ladders or stairways) to make them as easy to follow as possible.

8 Landmarks

The area's most distinct or important parts are highlighted as landmarks on the overview map. We've split the map up so that only one of these appears on each of the walkthrough pages, so the page reference here lets you easily skip straight to that part of the area.

Walkthrough Pages

Walkthrough pages feature cropped and zoomed chunks of the area's map. Route lines, items and enemies are marked on these, and the Focal Points of the route are given detailed descriptions in the text. If you read all of the Focal Points in order you'll be guided through the entire area. Or, you can simply read about a particular point that you're having trouble with.



1 Maps

Each page has its own map, which is a section cut from the area's overall map. For these maps we sometimes include areas from different floors layered on top of each other in order to make the area's geography clear. In these cases, if an item is on a lower floor it will be slightly faded. If you pay attention to the route lines and icons, such as Levers, lamps and Ambush Enemies, you should be able to make your way through an area with minimal surprises or missed opportunities, allowing you to read the text only when needed.

Lamp	Hunter Enemy	Boss	Locked Door
Lever	Special Enemy Apperance	Sniper Enemy	Locked Door (one side)
NPC	Wandering Nightmare	Enemy Ambush	Bell Ringer
Regular Enemy	Strong Enemy	Trap	Note

2 Route Lines

The route lines on the map are very important. They show two distinct things: the critical path through the area, colored red, and optional exploration paths, colored blue. Following the red route line will get you through the area in the most direct route, without missing anything of key importance. When the route diverges to blue exploration areas you'll have a choice to make, and reading the text linked to the corresponding blue point will help you to make the right one.

3 Boss

Boss encounters are key points in the area at which you'll need to defeat a major foe. We'll always reference the relevant page in the Bestiary when you approach a boss, but we might gave some key tips in the text here to avoid having to flick back and forth too often.

4 Focal Points

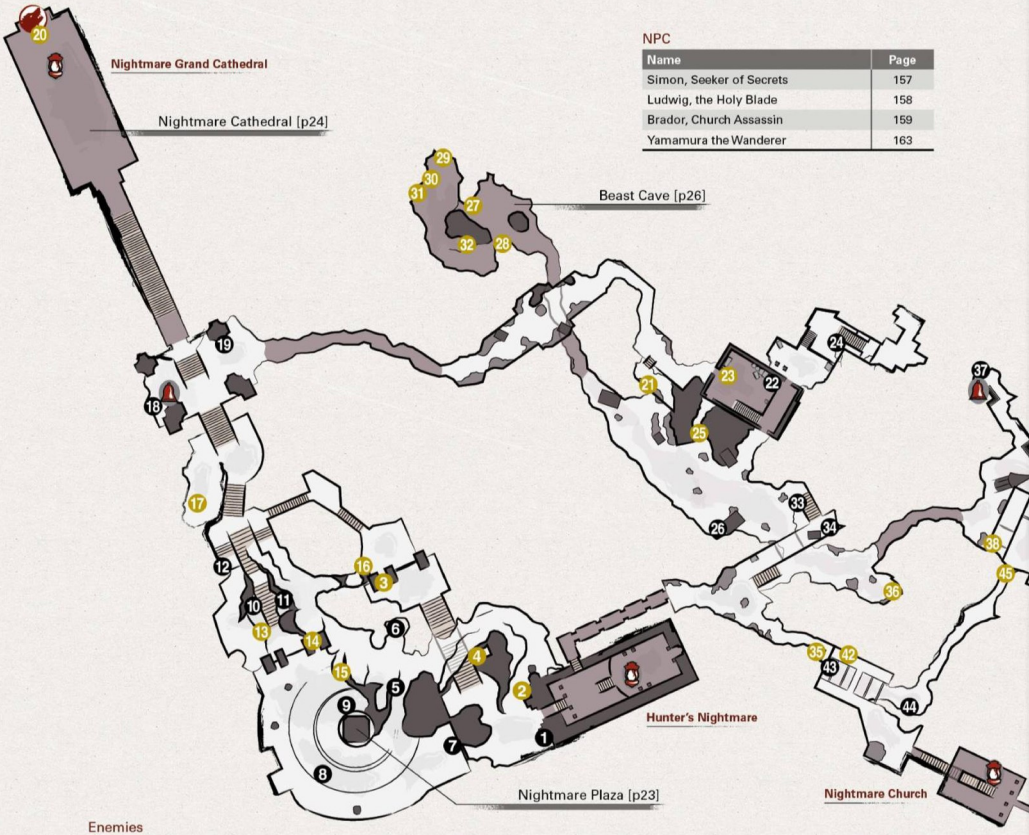
Each point along the route line is given a name, and corresponds to the text you'll find elsewhere on the page with the same name. The text is also color-coded according to the route lines, so if you only want to follow the critical path then you only need to read the red points.

5 Combat Focus

At times when there are a lot of enemies, or a very specific way to tackle a battle, we'll show the key positions on the cropped map. Usually we do this when focusing on a particularly challenging combat situation, so that we can show exact enemy locations, or useful defensive positions.

6 Event Box

Sometimes you'll find an item or meet a character that lets you do something very important in another area, though you may not realize it at the time. These boxes appear rarely, but when they do you'll know you've found or triggered something worth paying attention to.



NPC

Name	Page
Simon, Seeker of Secrets	157
Ludwig, the Holy Blade	158
Brador, Church Assassin	159
Yamamura the Wanderer	163

Enemies

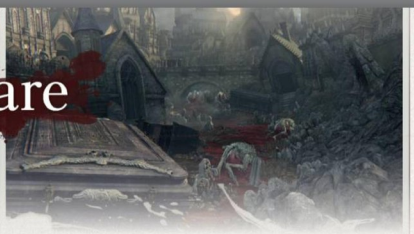
Regular	HP	Echoes	Page
Old Hunter (Beast Cutter & Blunderbuss)	1727/3331	842/1126	62
Old Hunter (Beasthunter Saif)	1520/3109	771/994	63
Old Hunter (Beasthunter Saif & Piercing Rifle)	829	811	63
Old Hunter (Boom Hammer & Torch)	1865/3559	913/1237	64
Beast Patient (Male)	552	203	61
Ashen Blood Beast Patient	1451	507	61
Church Servant (Cane)	2064	871	61
Huntsman (Torch & Axe)	760	355	61
Huntsman (Sickle)	483	338	61
Huntsman (Cleaver)	483	270	61
Huntsman (Cutlass)	760	338	61
Huntsman (Delayed Molotov)	483	331	61
Old Hunter's Hound	483	372	61
Labyrinth Rat	535	1198	61
Carrion Crow	483	220	61
Wandering Nightmare (Small)	186	27	61

Strong	HP	Echoes	Page
Nightmare Executioner (Axe)	3455	2366	73
Nightmare Executioner (Church Cannon)	3455	2366	74
Bloodlicker	1658	517	75
Blood-starved Beast	5183	2366	61
Eye Collector	760	304	61

Hunter	HP	Echoes	Page
Djura's Disciple	3196	7326	81
Bestial Hunter	4134	6105	81
Church Doctor (Ludwig's Holy Blade & Repeating Pistol)	3332	8820	82
Church Doctor (Threaded Cane)	2194	11025	83
Yahar'gul Hunter (Church Pick & Repeating Pistol)	2739	9923	83

Boss	HP	Echoes	Page
Ludwig the Accursed	16658	34500	86
Laurence, the First Vicar	21243	29500	89

Hunter's Nightmare



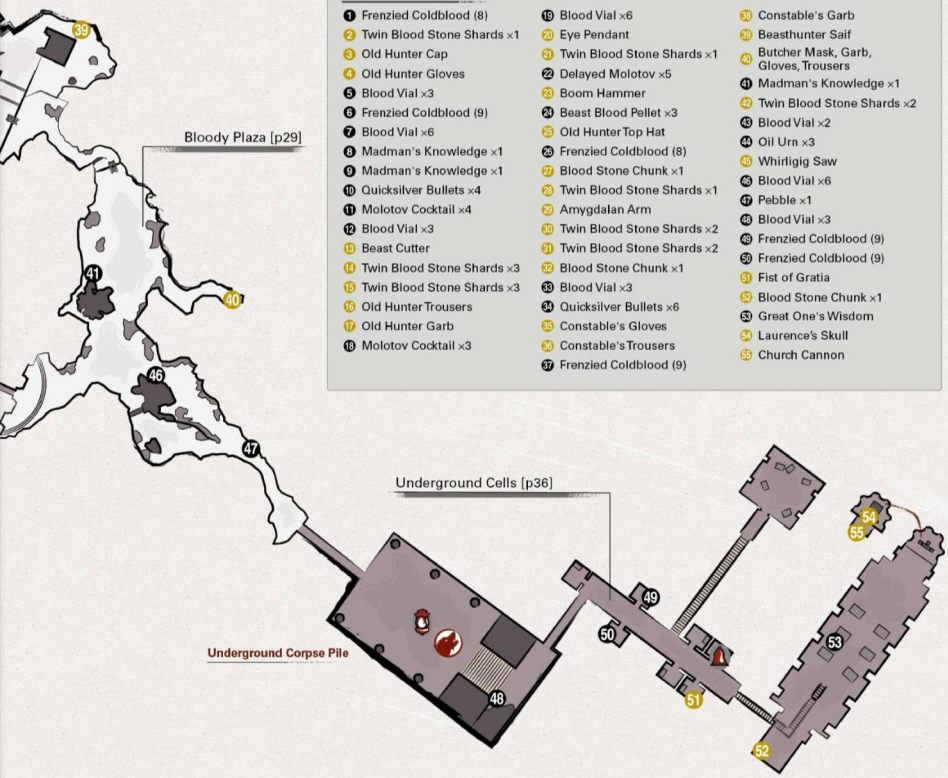
Difficulty	Area **B** | Ludwig the Accursed **A** | Laurence, the First Vicar **A**
Recommended	Player Level **80** | Weapon Upgrade **+9**
Timezones	
Insight	Reach the Hunter's Nightmare for the first time ×2
	Reach the Underground Corpse Pile and encounter Ludwig the Accursed ×1
	Defeat Ludwig the Accursed ×3
	Encounter Laurence, the First Vicar in the Nightmare Grand Cathedral ×1
	Defeat Laurence, the First Vicar ×3

In Yharnam, there are whispered rumors of hunters who go drunk with blood— they are whisked away into a horrible nightmare, where they engage in an eternal hunt. According to gossip, though, this is a special fate reserved only for hunters who are overcome by the scourge of the beast. It may be common hearsay, but you feel reassured that this fate could never befall you; whatever monstrosity it is that delivers hunters to this awful fate should have no business with a sane hunter like yourself. But perhaps you shouldn't have carried the eye of a blood-drunk hunter in your pocket...

2

Item legend

1. Frenzied Coldblood (8)
2. Twin Blood Stone Shards ×1
3. Old Hunter Cap
4. Old Hunter Gloves
5. Blood Vial ×3
6. Frenzied Coldblood (9)
7. Blood Vial ×6
8. Madman's Knowledge ×1
9. Madman's Knowledge ×1
10. Quicksilver Bullets ×4
11. Molotov Cocktail ×4
12. Blood Vial ×3
13. Beast Cutter
14. Twin Blood Stone Shards ×3
15. Twin Blood Stone Shards ×3
16. Old Hunter Trousers
17. Old Hunter Garb
18. Molotov Cocktail ×3
19. Blood Vial ×6
20. Eye Pendant
21. Twin Blood Stone Shards ×1
22. Delayed Molotov ×5
23. Boom Hammer
24. Beast Blood Pellet ×3
25. Old Hunter Top Hat
26. Frenzied Coldblood (8)
27. Blood Stone Chunk ×1
28. Twin Blood Stone Shards ×1
29. Amygdalan Arm
30. Twin Blood Stone Shards ×2
31. Twin Blood Stone Shards ×2
32. Blood Stone Chunk ×1
33. Blood Vial ×3
34. Quicksilver Bullets ×6
35. Constable's Gloves
36. Constable's Trousers
37. Frenzied Coldblood (9)
38. Constable's Garb
39. Beasthunter Saif
40. Butcher Mask, Garb, Gloves, Trousers
41. Madman's Knowledge ×1
42. Twin Blood Stone Shards ×2
43. Blood Vial ×2
44. Oil Urn ×3
45. Whirligig Saw
46. Blood Vial ×6
47. Pebble ×1
48. Blood Vial ×3
49. Frenzied Coldblood (9)
50. Frenzied Coldblood (9)
51. Fist of Gratia
52. Blood Stone Chunk ×1
53. Great One's Wisdom
54. Laurence's Skull
55. Church Cannon



Hunter's Nightmare

Nightmare Chapel ❶ ❷

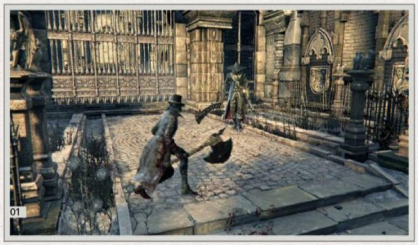
After being squeezed out of existence by Amygdala you'll find yourself in an eerily familiar area. Before moving ahead too far to investigate, make sure you light the Hunter's Nightmare lamp in the room. Stepping outside of the chapel reveals the world to be a twisted nightmare version of the Cathedral Ward, but do not expect past knowledge to be enough to get by on.

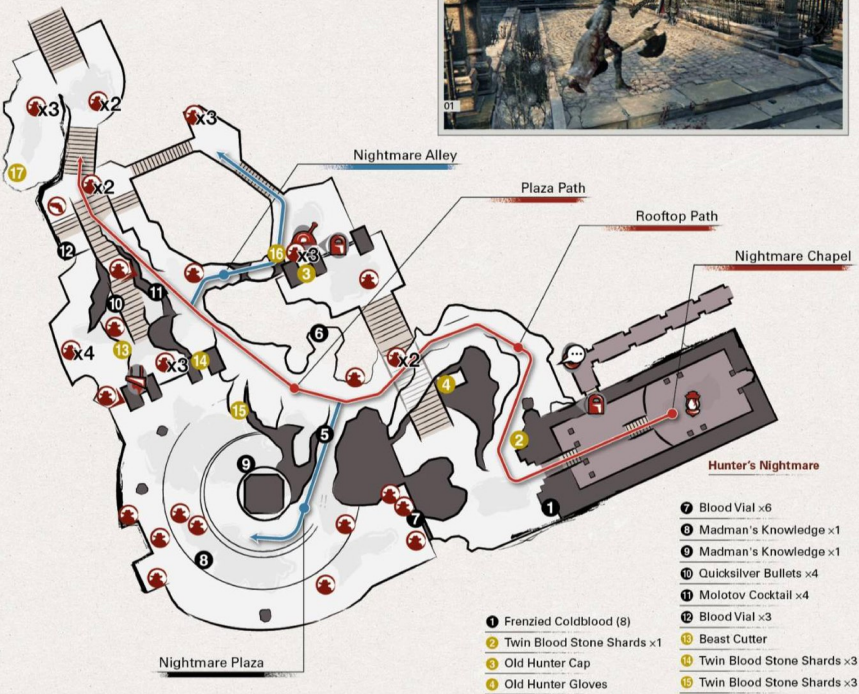
If you approach the bottom of the chapel stairs, an Old Hunter will start to make his way slowly down towards you, and while you can skip this enemy if you want, it's worth taking the time to fight him. You'll encounter Old Hunters frequently during this area, so learning how to fight them is extremely important. Since you can fight this one on its own and near a lamp, there is no better time to practice. The stairway here leads up to a large gate that you cannot open from this side, so when you're ready to continue, head up the narrow path to the side of the stairs. **[→▢ 01]**

❹ Rooftop Path

As you start to round the corner about halfway along this path, you'll see a pair of Beast Patients further ahead of you; if you hang back without alerting them, another Old Hunter will appear over the crest of the hill and kill them for you, netting you some easy Blood Echoes. The Old Hunters will often tend to kill any other beasts in the area if they spot them first, and you can use this to your advantage if you pay attention.

Due to the distances here, it's best to wait until the Beast Patients have been killed before moving up to take on the Old Hunter. Near that halfway point of the path there's a partially exposed rooftop that





❶ Frenzied Coldblood (8)
❷ Twin Blood Stone Shards ×1
❸ Old Hunter Cap
❹ Old Hunter Gloves
❺ Blood Vial ×3
❻ Frenzied Coldblood (9)
❼ Blood Vial ×6
❽ Madman's Knowledge ×1
❾ Madman's Knowledge ×1
❿ Quicksilver Bullets ×4
⓫ Molotov Cocktail ×4
⓬ Blood Vial ×3
⓭ Beast Cutter
⓮ Twin Blood Stone Shards ×3
⓯ Twin Blood Stone Shards ×3
⓰ Old Hunter Trousers
⓱ Old Hunter Garb

COMBAT FOCUS **Nightmare Plaza ❻ ❼ ❽ ❾**

As you make your way down into the plaza, a number of Beast Patients will begin to congregate near an archway at **Position A**, so hold your ground and wait for them to finish grouping up. In addition to that main group, there's also a group of three Beast Patients around the corner to the left at **Position B**, and another group far to the right at **Position C**. While it may seem like a large amount of enemies, the Beast Patients in this area are a lot more timid than usual and spend most of their time recoiling in fear. You're not the only one hunting them either; there are Old Hunters hidden at **Positions D and E** and you can use the natural hatred both enemies have for each other to take advantage of the situation.

Start making your way towards the largest group of enemies at **Position A** and try to dodge past the first couple that you come to, so that you can get close to the wall just to right of the gate in this area. As soon as you reach that point, the nearby Old Hunter should come out from behind the wall and begin attacking the Beast Patients. Since the Beast Patients are a lot easier to kill than the Old Hunter, wait for him to engage a couple of them, and then try to move around to his back and either use a charged R2 or a couple of quick R1 attacks while he's distracted. If you don't manage to kill him in your first attempt, simply back off a bit until he switches focus back to Beast Patients and try again.

A short while after you start the fight, the Old Hunter at **Position E** will emerge. He'll engage the Beast Patients near him at **Position C**, but since there are not many enemies over there to keep him occupied he'll soon start making his away over to you. This means that taking out the first Old Hunter quickly is important, to avoid fighting them both in the same area. If you run out of Beast Patients near **Position A** before killing both of the Old Hunters, lure them back down to **Position B** so that the ones there can take their attention.

you can drop down onto for some Attire. It's also possible to lure the Old Hunter onto the rooftop, and once there he sometimes gets stuck, which allows you to drop down to the stairs below and use ranged attacks to kill him.

❻ ⑭ ⑮ Plaza Path

This narrow path that follows alongside the plaza provides you with an alternate route to the Nightmare Cathedral Stairs, just in case you want to avoid the fight in the plaza. Just as you reach the narrow gap between the large arch and a tower, you'll see a section of rooftop leading down to the plaza, and if you follow it you'll be able to find an item hidden on a ledge. Be careful, however, as you will not be able to go back the way you came, and if you haven't already cleared out the plaza you'll have to fight or run past a large number of enemies to get back to where you were.

Just as you pass through that narrow gap, a pair of Old Hunter's Hounds will come running towards you. Wait for them to reach you before attacking them, because there is another Old Hunter just up ahead on the right. Behind that Old Hunter is a path that you can take to open a shortcut. This path splits near the end, and it's better to go up the slope on the right, as the platform will block the shots of the Old Hunter that will start attacking you. **[➔▢ 02]**

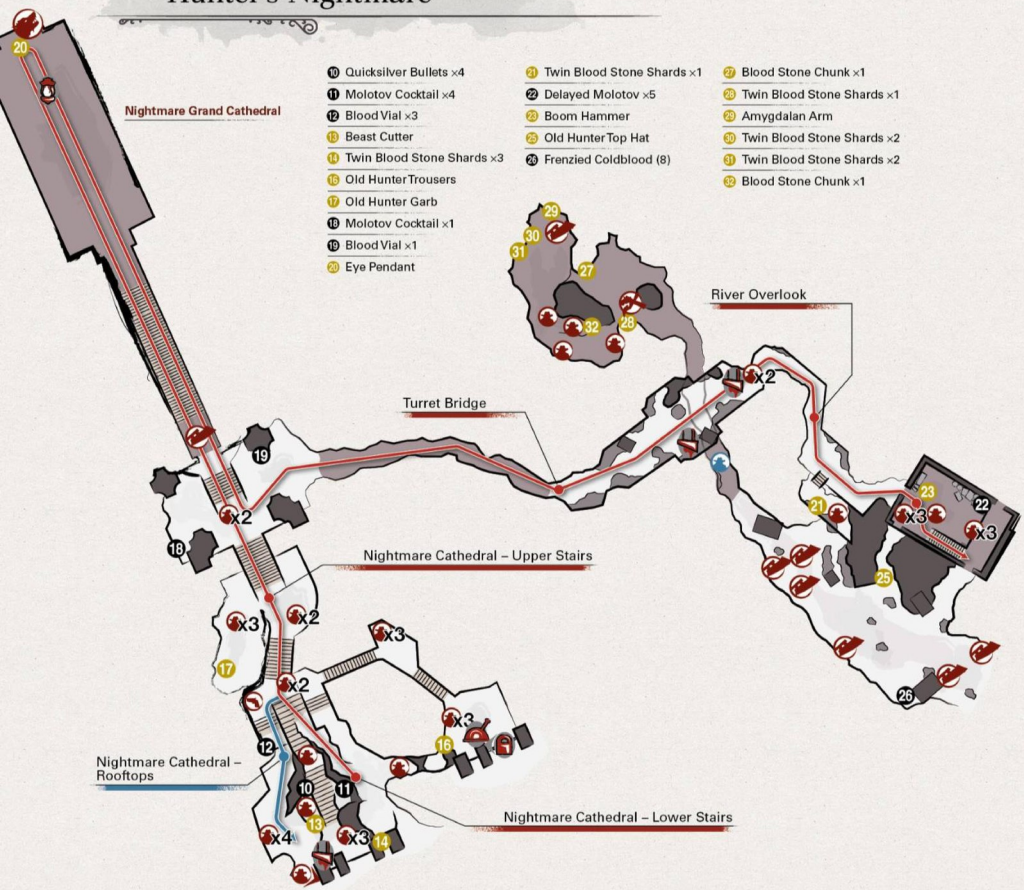
02

❸ ⑯ Nightmare Alley

Be careful when dropping down to this area because there's an item on a ledge that you can drop onto, and it's very easy to overshoot it if you're running too fast or rolling. When you land you'll also have to face a small group of Carrion Crows, so begin attacking straight away before they get a chance to react. Pulling the nearby lever will open the large gate next to it, creating a shortcut between the Nightmare Chapel and the narrow stairs leading up to the middle of the Nightmare Cathedral Stairs. At the mid-point of those narrow stairs there's a group of Beast Patients huddled in the corner with their backs to you – either spare them or finish them off. **[➔▢ 03]**

03

Hunter's Nightmare



- 10 Quicksilver Bullets ×4
- 11 Molotov Cocktail ×4
- 12 Blood Vial ×3
- 13 Beast Cutter
- 14 Twin Blood Stone Shards ×3
- 15 Old Hunter Trousers
- 17 Old Hunter Garb
- 18 Molotov Cocktail ×1
- 19 Blood Vial ×1
- 20 Eye Pendant
- 21 Twin Blood Stone Shards ×1
- 22 Delayed Molotov ×5
- 23 Boom Hammer
- 25 Old Hunter Top Hat
- 26 Frenzied Coldblood (8)
- 27 Blood Stone Chunk ×1
- 28 Twin Blood Stone Shards ×1
- 29 Amygdalan Arm
- 30 Twin Blood Stone Shards ×2
- 31 Twin Blood Stone Shards ×2
- 32 Blood Stone Chunk ×1

Nightmare Cathedral – Lower Stairs 10 11

As soon as you reach this point you'll come under fire from a Old Hunter with a Piercing Rifle so you'll need to use the environment for cover. If you're coming from the Plaza Path you can use the platform as cover, but if you're approaching from Nightmare Alley you'll need to use the statues at the top of the stairs. This enemy usually fires twice in quick succession before pausing briefly and firing again, so stay behind cover until you see him fire twice, and then run over and attack him quickly. If you did not previously clear out the Plaza, you'll also have a couple of Beast Patients and another Old Hunter at the bottom of the stairs, but if you want to take them out, it's far better to follow the path along the Nightmare Cathedral - Rooftops rather than to go straight down the stairs.

12 13 Nightmare Cathedral – Rooftops

To reach this area you'll need to drop down from the ledge at the top of the Lower Stairs, after which you can follow a narrow pathway to reach the rooftops. Along the rooftops are a number of completely docile Beast Patients that will not attack you regardless of how close you get. If you attack one of them, however, they will all become hostile. To make matters worse, attacking them gets the attention of a nearby Old Hunter and he will drop down from the tower at the end of the rooftops and start attacking whatever is closest. As before, try to get him to focus on the Beast Patients first, and then run up and attack him. Make sure to grab the Beast Cutter weapon that's sitting at the end of the path before dropping back down.

If you previously avoided the Plaza, you'll also have to fight your way past another Old Hunter at the base of the Lower Stairs after you drop off the rooftops. This Old Hunter will also become alerted if you attack the group of Beast Patients above, but if that happens, you can hide at the back of the rooftops out of sight until he forgets about you. Then you can drop down and land a hit on him for an early advantage in the fight. Also in this area is a pressure plate that, when stepped on, activates a nearby turret that fires directly back towards the pressure plate. You can use this to attack the Old Hunter after you start fighting him, but you need to be careful not to get shot yourself.

Nightmare Cathedral – Upper Stairs ⑰ ⑱ ⑲ ⑳

As soon as you start making your way up these stairs you'll see a group of Beast Patients coming towards you from just ahead, but do not run up to attack them. Shortly after you see the Beast Patients, two Huntsmen near the top of the stairs will unleash a giant flaming ball of hay towards you – as soon as you see it coming you should run back down the stairs and onto one of the side platforms to avoid it. Thankfully, it should also take care of the Beast Patients for you. That's not the only trick those Huntsmen have up their sleeve, however, because once they start rolling the hay ball down towards you, they'll turn around and try to open the Nightmare Cathedral doors.

Unfortunately for them, a rather angry Nightmare Executioner is standing on the other side. This enemy is very deadly and you should be extremely careful when engaging him; if at any point you see him raise his axe vertically, you should close in as quickly as possible and attempt to land a charged R2 to his back before he can complete the attack. Not only does this attack cause a large blast around him, but afterwards he'll power himself up and become even more dangerous. After you've defeated him, enter the Cathedral and retrieve the Eye Pendant before coming back out and continuing along the path. **[→□ 01/02]**

01

02

While there is no lamp in the Nightmare Cathedral at this time, if you return here later after obtaining a specific key item, you can trigger an event that will cause the lamp to appear. For more information on this, please refer to p38.

Turret Bridge

As soon as you exit the tunnel and look out over this bridge you'll come under fire from a number of turrets. Try to stay on the left-hand side of the path, as it has the most cover available. The turrets are being controlled by a Huntsman on a pressure plate just behind them, which means you have to cross the bridge to reach him. There is plenty of cover scattered along the bridge, and there are short breaks in the turrets' firing patterns – use these to move safely from cover to cover. Be careful as you approach the body of an Amygdala near the middle of the bridge, because there's another pressure plate just before it; stepping onto that plate will cause a turret on the opposite side of the bridge to fire on your position.

The best way to continue from the middle of the bridge is to keep hugging the left-hand side as much as possible, since that will keep you out of the turrets' line of fire. Once you get close enough to the turrets you can either destroy them, or wait for the Huntsman to step off the pressure plate and come after you. Behind that first line of turrets you'll also find a second Huntsman standing on another pressure plate that controls a turret shooting in the opposite direction to the others; simply attack him to knock him off the pressure plate to stop the turret from firing. **[→□ 03]**

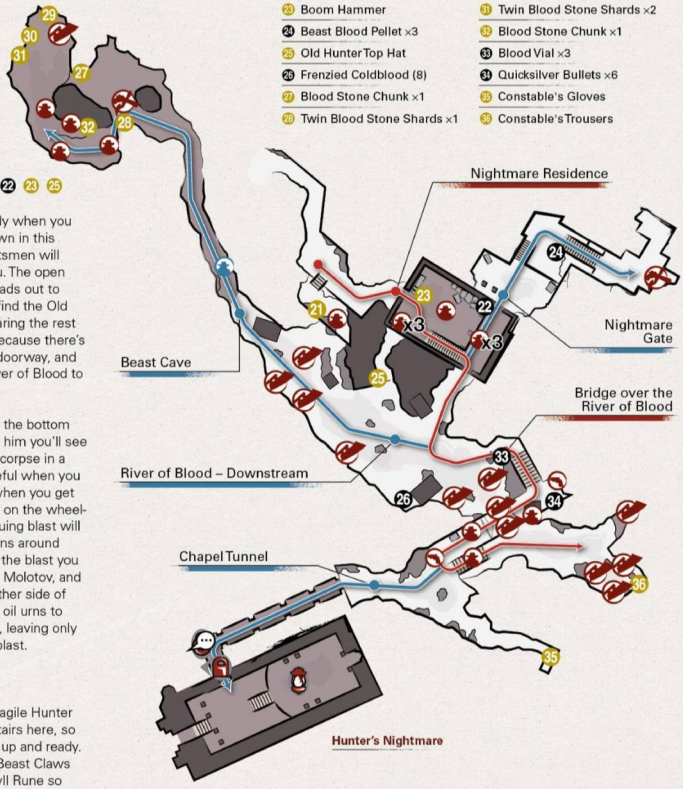
03

㉑ River Overlook

When you reach the bottom of the hill, a group of Huntsmen and a Old Hunter will be approaching. These particular Huntsmen primarily attack by throwing Delayed Molotovs. Avoiding the constant blasts while fighting the Old Hunter is very difficult, but thankfully the Huntsmen will not pursue you very far, so you can lure the Old Hunter back up the hill and fight him away from the other enemies. If the turrets are all still intact, you can even lure him up to the bridge and use them to kill him. **[→□ 04]**

04

Hunter's Nightmare



Nightmare Residence 22 23 25

Have your weapon at the ready when you get near the stairs leading down in this house, because a pair of Huntsmen will come running up to attack you. The open doorway on the upper floor leads out to a small ledge where you can find the Old Hunter Top Hat. It's worth clearing the rest of the house first, however, because there's no way back up through that doorway, and you'd have to go along the River of Blood to get back into the house.

There's another Huntsman on the bottom floor waiting for you, and past him you'll see an item on the floor next to a corpse in a wheelchair. Be extremely careful when you approach the item, because when you get close to it, a Delayed Molotov on the wheelchair will activate and the ensuing blast will cause a large number of oil urns around the room to explode. To avoid the blast you can either trigger the Delayed Molotov, and then quickly run back to the other side of the room, or shoot one of the oil urns to detonate them all beforehand, leaving only the easily avoidable Molotov blast.

Nightmare Gate 24

An extremely aggressive and agile Hunter awaits you at the top of the stairs here, so make sure you're fully healed up and ready. The enemy is equipped with Beast Claws and the Beast's Embrace Caryll Rune so you'll need to contend with that weapon's alternate moveset, which includes a lot of quick attacks, and long range jumping attacks. Upon defeating him you'll automatically get the Firing Hammer Badge, adding some new items to the shop inventory.

River of Blood – Downstream 26

There are a number of Bloodlickers along this section of the river, but if you take a cautious approach, you can pick them off one at a time and avoid getting ganged up on. Closest to you is one stationary Bloodlicker, and another one that patrols up and down a short section of the river; the patrolling one will not move very far from the end of its patrol route even if it detects you, so use a pebble and lure the stationary one back and take it out first, and then kill the patrolling one. Just past those enemies you'll see two more Bloodlickers with their backs to you; use a pebble to lure one of them away from the other before killing it, which will let you sneak up on the undisturbed one and use a charged R2 to start the fight. Once all of the Bloodlickers have been taken care of, continue up the river past the large carriage and try to kill the Wandering Nightmare there before it can get too close to the cave entrance.

27 28 29 30 31 32 Beast Cave

Be careful as you get near the end of the tunnel leading into this cave, because just inside it Djura's Disciple is waiting with a deadly Gatling Gun in hand. It can be quite hard to approach this enemy while he's constantly firing at you, so it's best not to take a direct

approach. Instead, run towards the circular rock formation beside him. By moving around this rock you can easily block his shots and time your attacks for when he gets close. You'll also be able to easily move away to let your stamina restore. After killing him you'll get to take his Gatling Gun with you.

Further into the cave you'll see two more openings, both of which lead to the same place where a Blood-starved Beast is laying in wait. If you go to the opening directly opposite the entrance you can spot the beast and lure it towards you with a ranged attack. Since the ledge there stops it from reaching you, you can keep using ranged attacks to whittle its health down. If you decide to take the beast on at close range, it's worth remembering that it's susceptible to the effects of Pungent Blood Cocktails, so you can use them to create openings to attack. Killing the beast is extremely worthwhile, because doing so will allow you to claim the Amygdalan Arm weapon that it was guarding. **[→▢ 01]**

01

COMBAT FOCUS Bridge over the River of Blood ㉝ ㉞

As you approach the bridge that crosses the river, a Huntsman will spot you and signal your arrival to a Old Hunter nearby, who will then run to **Position A** on the bridge. This Old Hunter is armed with a rifle, and trying to fight the group of Bloodlickers just below him will put you right in his crosshairs. Similarly, there's another Old Hunter on the other side of the bridge at **Position B** covering that section of the river. Trying to fight the Bloodlickers in the tight confines under the bridge, without straying into the line of fire from one of the Old Hunters above is very dangerous, so it's best to take out the Hunters first. With that in mind, hug the left side of the river and sprint up the stairs on that side to avoid the Hunter's shots, and then stop behind the overturned carriage at **Position C**.
You're totally safe at this position because the Hunters won't move and the Bloodlickers won't follow you this far if they detected you, so you can take a moment to survey the area. Once you're behind the carriage you'll also be out of the Old Hunter's line of sight, and if you stay there they'll forget about you after a short while. There are other enemies on the bridge that you need to be aware of before moving out to attack anyone: the first is another Huntsman just on the other side of the carriage, and then a third one on the stairs at the opposite side of the bridge at **Position D**. Your first goal should be to take out the two Huntsmen on the bridge, and you can do this by taking advantage of the fact that the Old Hunters won't move. If you target and try to shoot the Huntsman just on the other side of the carriage, the sound will cause him to come running around to where you are so you can kill him behind cover.

The Huntsman that issued the signal is just beyond the Old Hunter at **Position A**, and since firearms or Pebbles don't have the range to reach him, you'll need to use a Throwing Knife or similar thrown weapon. Once you hit him, he'll come running down towards you again so that you can fight him behind the carriage. You should only have the two Old Hunters left on the bridge now, and how you deal with them will depend on what you have left in your arsenal. If you still have plenty of ranged options you can stick near the carriage and use them to pick off one of the Hunters while ducking back behind cover when they turn to shoot. Alternatively, you'll need to rush up to one of them and try to take him out as quickly as possible while keeping an eye on the other one and dodging whenever he shoots.

Since you'll get spotted by the Old Hunter at **Position B** regardless, it's generally best to go for him first; when you run behind the other one he'll usually try to use a melee attack on you, and rolling to avoid that should put you within range of the one at **Position B** with a bit of time before you have to worry about dodging again. Try to kill that enemy quickly, and then retreat back to take on the other Old Hunter, because the Huntsman at **Position D** will usually start coming up the stairs once the fighting starts and begin throwing Delayed Molotovs.

Once all of the enemies on the bridge have been killed, all that's left to deal with are the Bloodlickers under the bridge. To do that, start by going down the stairs at **Position D**. These Bloodlickers do not venture far out from beneath the bridge, so you can sneak up behind them and use a charged R2 attack, then retreat up the stairs to safety, wait for them to reset and repeat until they're dead.

㉟ Chapel Tunnel

When the Path splits on this side of the bridge splits, take the one going left, because it leads to a dead-end where you can get another piece of the Constable's Attire set. After collecting that, take the path to the right, enter the tunnel and speak to Simon when you reach him. For more information on Simon and the question he poses you, please refer to p157. A short distance past Simon you'll come to a large door that you can open, which leads back into the Nightmare Chapel and the lamp within it. **[→▢ 02]**

02

River of Blood – Upstream 36

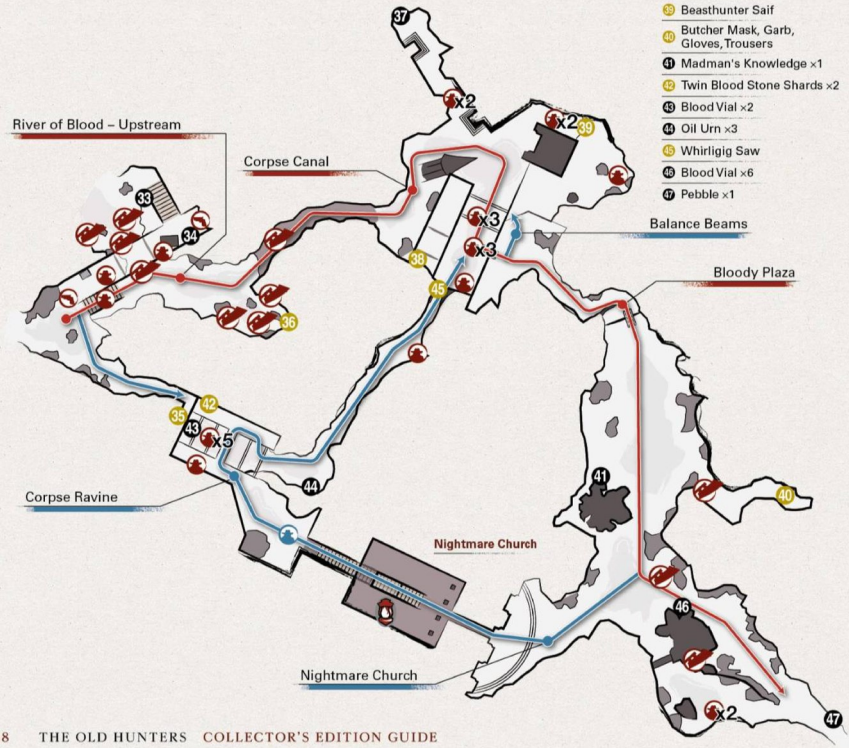
There's a large group of Bloodlickers near the cliff at the back of this area, but if you just want to proceed you can ignore them and head straight into the nearby tunnel. If you want the piece of Constable's Attire they're guarding, however, you'll need to kill them all. The easiest way to do this is to lure them out one at a time using Pebbles, and fight them away from the main group. Should you happen to get the attention of more than one, they will only follow you to the base of the stairs near the bridge behind you, so you can always run back up to safety. **[→ 01]**

01

Corpse Canal 37

A Old Hunter's Hound will come running down to attack you just as you reach the collapsed tower in this area, so have your weapon at the ready. After defeating it and rounding the corner near the tower, another Hound will come running around a corner ahead. Instead of coming after you it will stand its ground and bark, so you'll have to move up and take it out. The path the Hound was guarding leads to an item you can grab before moving on. When you round the top of the tower a Old Hunter will start walking towards you from the

33 Blood Vial ×3
34 Quicksilver Bullets ×6
35 Constable's Gloves
36 Constable's Trousers
37 Frenzied Coldblood (9)
38 Constable's Garb
39 Beasthunter Saif
40 Butcher Mask, Garb, Gloves, Trousers
41 Madman's Knowledge ×1
42 Twin Blood Stone Shards ×2
43 Blood Vial ×2
44 Oil Urn ×3
45 Whirligig Saw
46 Blood Vial ×6
47 Pebble ×1



far end of the canal, and although he walks quite slowly, it's best to wait for him to come to you; there are a large number of Carrion Crows along that section of the canal and it's much easier to fight him away from them. Once you've battled past all of the Crows, climb the ladder to get out of the canal and head along the path directly ahead. **[→□ 02]**

02

Balance Beams 38 39

From the top of the ladder, if you follow the railing to the left you'll come to a gap through which you can drop down onto a wooden beam below. Crossing that beam will lead you to the top of the section of wall, where you'll find the constable's Garb. After picking that up, drop down and make your way back up the ladder again. Head left from the top of the ladder again, and this time look for a gap just to the right of the pulley system that you can drop through, but make sure you're well prepared before you do. The Beasthunter Saif weapon is in this area, but before you can pick it up safely, you'll need to defeat a tough Old Hunter that's also using it. **[→□ 03]**

03

Bloody Plaza 40 41 46

When you drop down into the plaza, a Nightmare Executioner with a Church Cannon will start walking towards you from the opposite end while firing grenades at you, so it's best not to stand around in the open. At the same time, a second Nightmare Executioner with an Axe will start making his way into the plaza from a path on the left. It's important to avoid having to fight both of these enemies at the same time. The best way to accomplish this is to quickly sprint up along the right-hand side of the plaza until you come to a large circular statue that you can use for cover. Move around to the back of the statue, and after waiting for the Nightmare Executioner to fire, run up and attack him before he can fire again.

If you keep the fight far enough away from the second Nightmare Executioner, he won't become aware of what's going on, and will then take up a stationary position near the middle of the area with his back to you. After killing the first one, you can then quietly approach the second one and use a charged R2 to stagger him for a Visceral Attack follow-up.

It's worth heading down the path the second Nightmare Executioner came from, because you'll be able to get the Butcher Attire set. If you've been to the Forbidden Woods, met with Valtr, joined the League, and have the Impurity Caryll Rune equipped you'll also find the summon point for Younger Madaras Twin at the end of this path. If you choose to summon this NPC, you won't be able to summon Henriett from her summon point near the Nightmare Church, but you will be able to summon Valtr at the Mouth of the River. **[→□ 04]**

04

05

Nightmare Church

Before heading down the stairs inside the Church, make sure you light the lamp to the side of the sarcophagus to give yourself a restart point in this area. A Wandering Nightmare can be found at the bottom of the stairs, and you'll need to be quick to catch up to it and kill it before it can disappear. Just to the left from the base of the stairs you can also find the summon point for Henriett (providing you haven't already summoned Younger Madaras Twin). Choosing to summon Henriett will lock you out of summoning both Younger Madaras Twin and Valtr if you're a member of the League, which will mean you'll only have one partner to help you instead of two. **[→□ 05]**

42 43 44 45 Corpse Ravine

If you follow the path along in this area you'll come to a wooden bridge that leads to a ledge with an item on it. Be very careful as you start to cross the bridge, because a tough Old Hunter will drop down and attack you from behind. Try to fight this enemy on one of the ledges rather than the bridge to reduce the risk of getting knocked down to the area below, where there are numerous Carrion Crows. Dropping down afterwards, however, is worthwhile, because after fighting through the crows and following the ravine along, you'll be able to acquire the Whirligig Saw. Once you have the weapon you'll need to drop down from the stone tablet into the Corpse Canal area again and make your way back to where you started this detour.

Mouth of the River 47

Hiding behind the wall at the top of the hill here is an Eye Collector with its back to you, so take advantage of the opportunity that presents itself and use a charged R2 from behind. From there, if you drop down to where all of the bodies are piled up in front of a gate you'll see that one of them is futilely banging away on the gate, and if you kill this enemy it will drop a number of Blood Vials. If you're a member of the League and haven't summoned Henriett in this area, you'll also find the summon point for Valtr hidden behind a rock, and you'll be able to bring him and Younger Madaras Twin with you into the upcoming boss fight if he's still alive. When you've made all of your preparations, go through the nearby tunnel to reach the room where you face Ludwig the Accursed. **[→☐ 01/02]**

01

02

BOSS Ludwig the Accursed 48

Ludwig can be an extremely difficult fight, so it's highly recommended that you bring at least one of the NPC summons in this area into the fight with you. This is especially true if you've joined the League and can bring both Younger Madaras Twin and Valtr with you, as they will be able to hold the boss's attention most of the time allowing you to attack freely. Upon defeating Ludwig you'll automatically receive a Guidance Caryll Rune, and the Underground Corpse Pile lamp will appear in the room.

If you inspect the room after killing Ludwig, you'll find his severed head lying on the ground close to where you killed him, and if you approach it, you'll be able to strike up a conversation with it.

Ludwig's head is key to obtaining the highly coveted Holy Moonlight Sword, and there are a few ways you can go about it. The most direct method is to simply kill the head either before or after talking to it, at which time it will drop the weapon for you. Alternatively, if you equip a chest piece of church attire before talking to it, he will ask you a question; answer yes to the question to receive the sword. **[→☐ 03/04]**

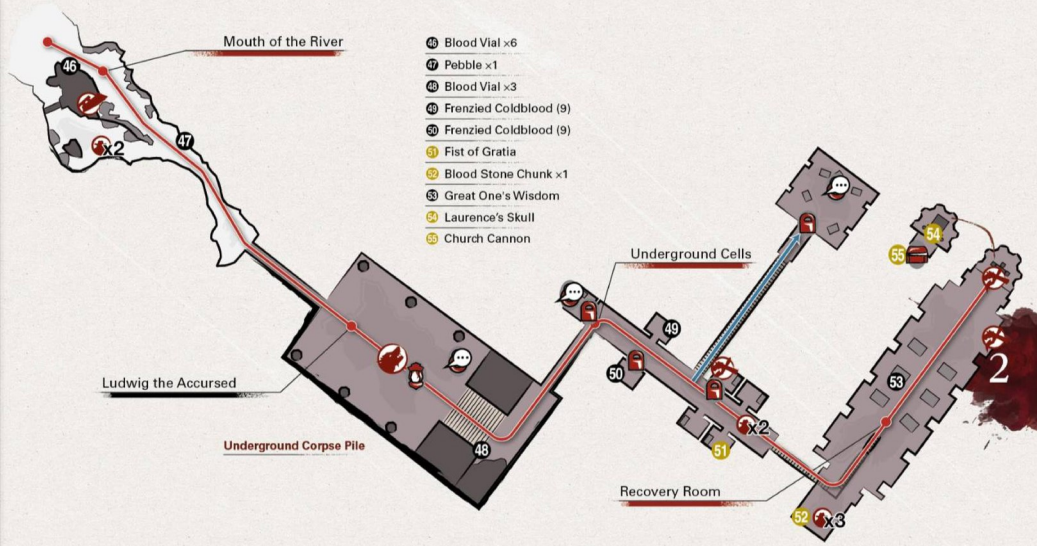
03

04

49 50 51 Underground Cells

When you get near the top of the stairs you'll hear a mysterious voice coming from up ahead. Once you get to top, if you turn to the left you'll see that the voice was coming from a person in a prison cell. The occupant of the cell is called Yamamura the Wanderer, but until you find the key to his cell there is nothing you can do for him. If you want to find out how to acquire the key now, please refer to p43. At the far end of this corridor there is a Church Messenger along with a Wheelchair Huntsman, and it's best to kill them before exploring the cells.

The easiest way to deal with them is to take advantage of the fact that the Church Messenger moves faster than the Wheelchair Huntsman. Run along the corridor and go through the large open gate on the left, then descend the stairs a little. Once there, wait for the Church Messenger to walk just past the gate, and then run up and kill the Wheelchair Huntsman, who should be trailing behind him, and then kill the Church Messenger. With the area now clear you can explore freely, so start by going all the way down the stairs from the open gate and approaching the door to start a conversation



with the occupant of the cell, a man named Brador. For information on this character and the role he plays, please refer to p159. Before leaving the Underground Cells, make sure to pick up the Fist of Gratia from one of the open cells; it's the only melee weapon that you can equip in your left hand. **[→ 05/06]**

Recovery Room 52 53

Before venturing too far into this room, double back around from the top of the stairs and kill the group of Labyrinth Rats in the dark alcove. On the opposite side of the room is the surgery altar that you need to reach, but it is being guarded by two Church Doctors and you'll need to defeat them first. The one in the Black Church Garb will almost exclusively use Ludwig's Holy Blade and is extremely aggressive, constantly rushing towards you and attempting to stay within melee range. The one in the White Church Garb, however, is primarily ranged focused and will use the Blacksky Eye to launch projectiles at you unless you get very close.

The White Garb Doctor also moves a lot slower than the one in Black Garb, so the best approach is to always try and keep them as far apart as possible. Since the one in Black Garb will always run to you, it's best to focus on taking that one out first, while using the beds in the room to block incoming projectiles from the one in White Garb. Once both of them have been killed, approach the altar at the back and insert the Eye Pendant to trigger a cutscene and move to the Research Hall. **[→ 07]**

> There is a hidden area you can access now if you wish by first taking the elevator back down. Once it stops, step onto it again to make it rise, and then quickly jump off off; the hidden altar will come into view, and if you pull the lever to lower the elevator and step onto it you'll reach another hidden room.

05

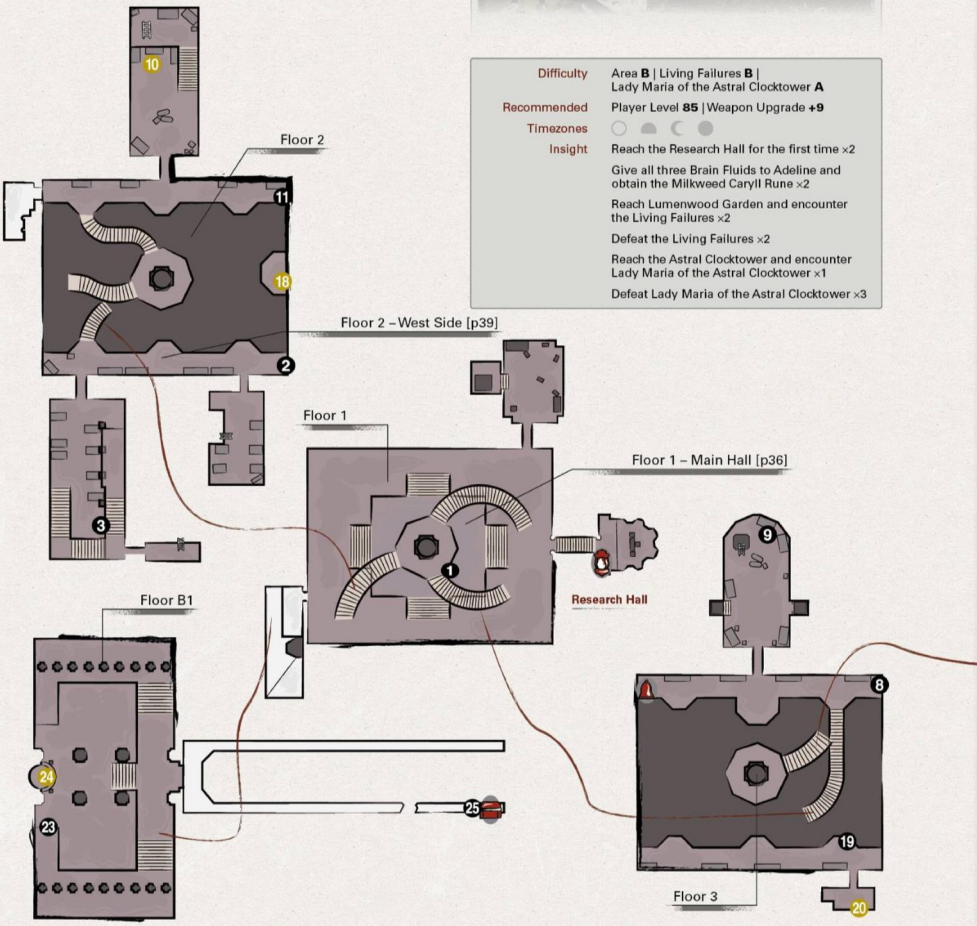
06

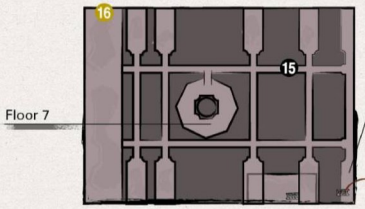
07

Research Hall

Beyond the river of blood in the Hunter's Nightmare lies a clocktower. As you enter, you see deformed creatures dressed as medical patients scurrying about and moaning to themselves. Sinister-looking medical equipment and odd fluids are stored on shelves. As you gaze up the stairs leading above, you feel a tingling sensation within your mind; it's almost like the sound of water. Drip, drip.

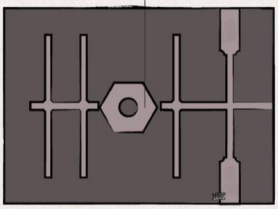
Difficulty	Area **B** | Living Failures **B** | Lady Maria of the Astral Clocktower **A**
Recommended	Player Level **85** | Weapon Upgrade **+9**
Timezones	
Insight	Reach the Research Hall for the first time ×2
	Give all three Brain Fluids to Adeline and obtain the Milkweed Caryll Rune ×2
	Reach Lumenwood Garden and encounter the Living Failures ×2
	Defeat the Living Failures ×2
	Reach the Astral Clocktower and encounter Lady Maria of the Astral Clocktower ×1
	Defeat Lady Maria of the Astral Clocktower ×3

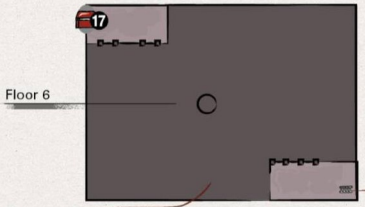


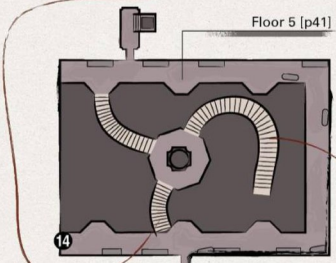


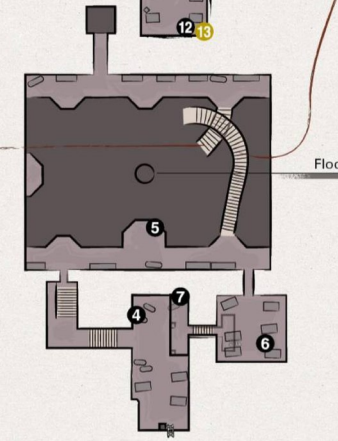
Research Hall Rafters [p42]

Floor 8









Enemies

Regular	HP	Echoes	Page
Labyrinth Rat	535	1198	61
Carrion Crow	535	653	61
Wheelchair Huntsman (Pistol)	841	980	61
Wheelchair Huntsman (Rosmarinus)	841	762	61
Wheelchair Huntsman (Gatling Gun)	841	762	61
Clocktower Patient (Fists)	688	1089	65
Clocktower Patient (Acid Bottles)	458	1198	65
Clocktower Patient (Infected Hand)	382	1307	66
Clocktower Patient (Crawling)	688	1198	66
Clocktower Patient (Leaping)	1299	1525	66
Clocktower Patient (Headless)	688	653	67
Clocktower Patient (Head)	688	1307	67

Strong	HP	Echoes	Page
Clocktower Patient (Transfusion Stand)	3058	3594	76
Clocktower Patient (Magic)	688	1307	76

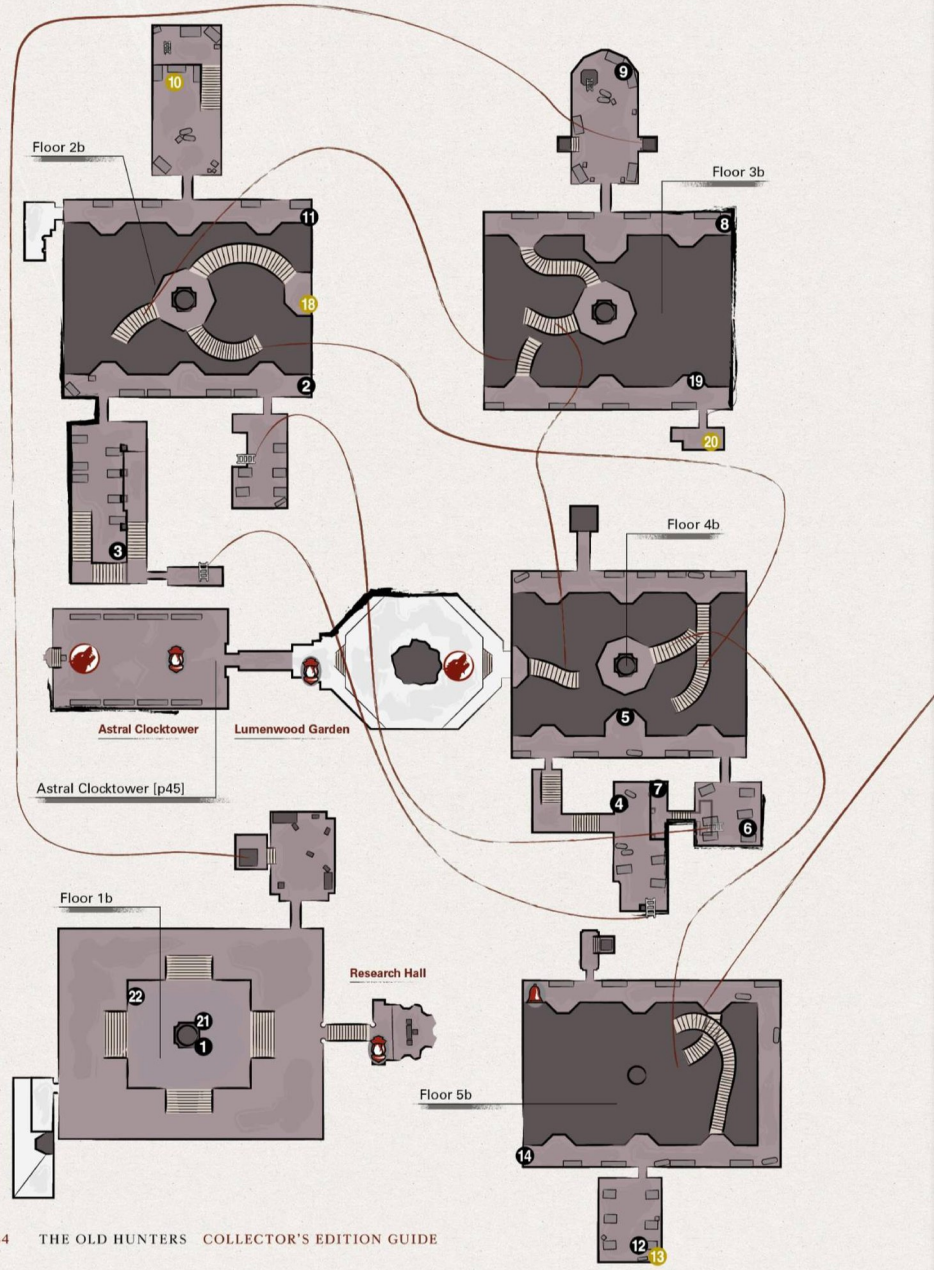
Boss	HP	Echoes	Page
Living Failures	20646	22000	92
Lady Maria of the Astral Clocktower	14081	39000	94

NPC

Name	Page
Adeline, Research Hall Patient	160

Item legend

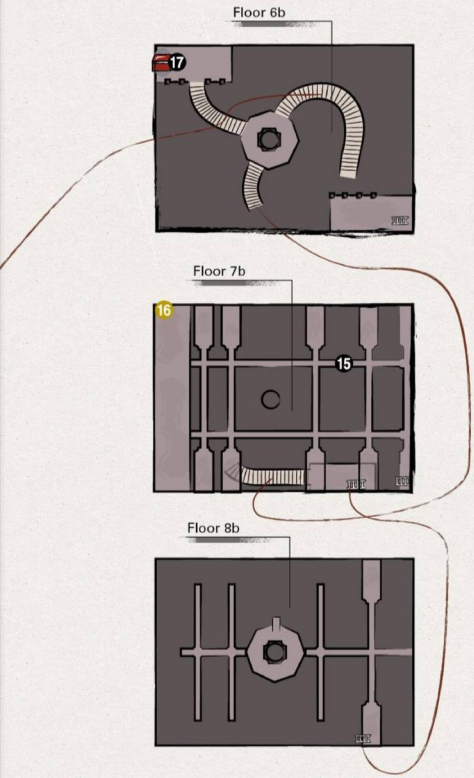
1. Blue Elixir ×2
2. Blood Vial ×2
3. Sedatives ×3
4. Blood Vial ×5
5. Antidote ×2
6. Quicksilver Bullets ×3
7. Dirty Damp Blood Gem (5)
8. Madman's Knowledge ×1
9. Beast Blood Pellet ×6
10. Decorative Old Hunter Garb & Decorative Old Hunter Trousers
11. Frenzied Coldblood (9)
12. Blue Elixir ×1
13. Enlarged Head
14. Blue Elixir ×4
15. Great One's Wisdom
16. Blood Stone Chunk ×1
17. Finestrike Damp Blood Gem (5)
18. Loch Shield
19. Quicksilver Bullets ×4
20. Underground Cell Key
21. Lethal Damp Blood Gem (5)
22. Kin Coldblood (10)
23. Kin Coldblood (10)
24. Blacksky Eye
25. Pulsing Damp Blood Gem (5)


Floor 2b
Floor 3b
Floor 4b
Astral Clocktower
Lumenwood Garden
Astral Clocktower [p45]
Floor 1b
Research Hall
Floor 5b

Research Hall

Difficulty	Area **B** | Living Failures **B** | Lady Maria of the Astral Clocktower **A**
Recommended	Player Level **85** | Weapon Upgrade **+9**
Timezones	
Insight	Reach the Research Hall for the first time ×2
	Give all three Brain Fluids to Adeline and obtain the Milkweed Caryll Rune ×2
	Reach Lumenwood Garden and encounter the Living Failures ×2
	Defeat the Living Failures ×2
	Reach the Astral Clocktower and encounter Lady Maria of the Astral Clocktower ×1
	Defeat Lady Maria of the Astral Clocktower ×3

This second set of overview maps shows the position of the stairs after they have been raised by operating the device in the rafters.



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20. Underground Cell Key
21. Lethal Damp Blood Gem (5)
22. Kin Coldblood (10)
23. Kin Coldblood (10)
24. Blacksky Eye
25. Pulsing Damp Blood Gem (5)

Research Hall Entrance

As soon as the altar elevator comes to a stop you'll find the Research Hall lamp directly in front of you, so before doing anything else, make sure to light it. If you wish to head back down to the Recovery Room, simply step back onto the altar and it will descend. [→ 01]

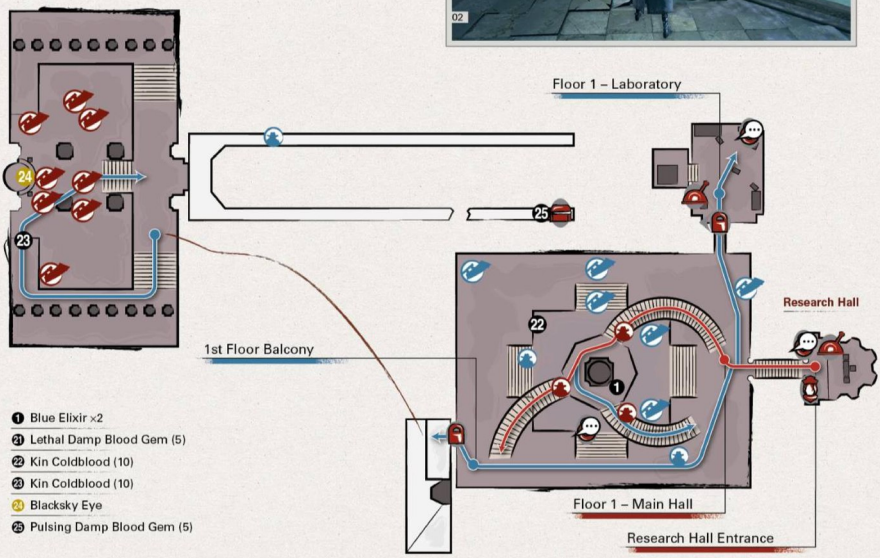
01

❶ ㉒ Floor 1 – Main Hall

There are no real enemies on this floor so there's no need to be on guard and you can freely explore the area. There are, however, two Wandering Nightmares that you should deal with first to make sure they don't escape. The first of these is near a pillar just to the left of the entrance. The second one is on the stairs at the back of the pool of liquid, and it's best if you approach it from the side so that it runs into the low wall nearby. The pool of liquid is extremely toxic, so try to avoid stepping into it whenever possible, and make sure to sprint to the middle and back when attempting to pick up the item there.

Also near the pool you'll find a non-hostile Clocktower Patient that you can speak with, and although it asks you to help find its eyes, there is nothing you can do to help it other than put an end to its suffering. There are also two doors on this floor, but at the moment you're unable to open either of them; the Laboratory Floor 1 door

02



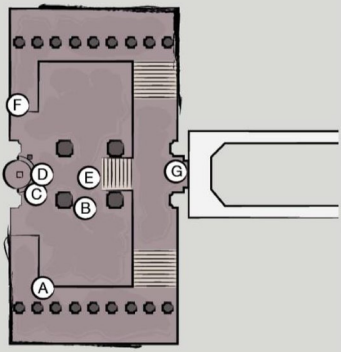
❶ Blue Elixir ×2
㉑ Lethal Damp Blood Gem (5)
㉒ Kin Coldblood (10)
㉓ Kin Coldblood (10)
㉔ Blacksky Eye
㉕ Pulsing Damp Blood Gem (5)

can only be opened from the other side, and the 1st Floor Balcony door requires a key. Your only way forward at this time is to head up the large wooden staircase, but be careful as you approach the landing, because you'll encounter some hostile Clocktower Patients. There are two at first, but another two will approach from the stairs to the right. Once they've been killed, you can either take the stairs on the right to reach Floor 2 - West Side, or the stairs on the left if you want to go to Floor 3 - East Side. **[→□ 02]**

Floor 1 – Laboratory

To be able to enter this room you'll need to go up to Floor 3 - East Side, and then use the elevator in the Laboratory there to descend down to this Laboratory. There are no items to pick up in the room, but you will be able to talk to Adeline, whom you'll find strapped to a chair in the corner. She is desperate for you to bring her some Brain Fluid, and unlike the Patient you encountered in the Main Hall, you can actually fulfill her request. There are a total of three Brain Fluids you can give to her, and doing so will net you some very good rewards, including the key to the 1st Floor Balcony, and the Milkweed Caryll Rune. For full details on the Adeline's quest refer to p160. **[→□ 03]**

COMBAT FOCUS **1st Floor Balcony** 23 24



After going through the door you'll find yourself on a small balcony with a gap in the railing that you can drop through to land on a rooftop. You can then drop down again to the floor below. Once you land, follow the path around to the left to reach an item on a corpse hanging over the end. Below in the garden area you'll see a large number of Clocktower Patients – these ones are significantly more dangerous than the normal ones, because they all have access to extremely damaging long range magical attacks. As soon as you drop down into the garden area they will all stop working and stand guard, and if one of them spots you, any within range will start attacking you.

The best way to deal with these enemies is to take advantage of the fact that they won't move unless you get close to them, and if they lose sight of you for a while they'll go back to standing guard. With that in mind, go to **Position A**, and then drop down and use a plunging attack on the Patient below, following up with some normal strikes if it's still alive. Once it's dead, quietly walk over to the one at **Position B** just to the right of the large pillar, and then use a charged R2 to stagger it and then finish it off. If done correctly, you should not alert any of the other nearby enemies.

Move back away from the pillar again before going down and hugging the back wall until you're behind the Patient at **Position C**, and then once again use a charged R2 and follow-up to kill it quickly. That will alert the enemy at **Position D** nearby, so quickstep back behind the large pillar and stay out of sight until it stops attacking you. Repeat the process for reaching the enemy at **Position C** to get behind the one at **Position D** and finish it off in the same manner. The final enemy in this part of the room (at **Position E**) will usually detect you during this process. If it does, quickly get behind the pillar again until it stops attacking, and then go around the other side of the pillar to get behind it and kill it.

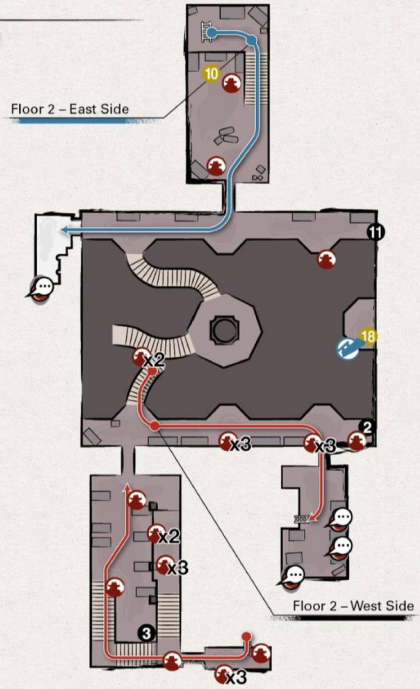
Go up the nearby steps to get out of the garden area, and then run around the path to **Position F**, where you'll be overlooking another Patient below. As before, use a plunging attack to weaken it and then finish it off quickly. The remaining two enemies in the area are too close to each other to sneak up on, so the best thing to do is run up and attack them to try and kill them before they can retaliate. Once all of the enemies have been killed you can safely claim the Blacksky Eye item from the corpse in the middle of the room. After collecting your prize, cross to the other side of the room and break the window at **Position G** to gain access to the Recovery Room Balcony.

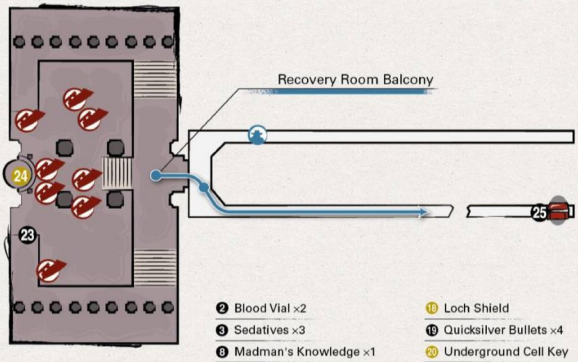
Recovery Room Balcony ㉕

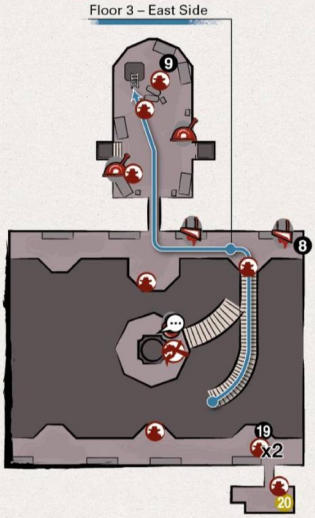
There's a Wandering Nightmare along the left side of this Balcony, so it's worth going that way first to kill it before it escapes. Go around to the other side of the Balcony and you'll come to a hole in the floor that you can jump across to reach a chest containing a Blood Gem. Once you have the contents of the chest, drop down through the hole to land on a small ledge below, and from there drop down onto one of the beds in the Recovery Room. By accessing the Recovery Room in this manner, the usual altar elevator should be in its raised position (if it's not, step onto the altar to trigger the elevator, and then step off quickly before it gets too high), which will reveal a hidden altar.

Stepping onto this second altar does not trigger the elevator, so approach it and pick up Laurence's Skull. After picking up that item, pull the lever to operate the elevator, and then quickly run onto the hidden alter to be lowered down to a secret area with a chest containing the Church Cannon. Step onto the hidden altar to return to the Recovery Room, and then pull the lever there to lower the elevator again so you can access the normal altar and return to the Research Hall.

Now that you have Laurence's Skull, you can access one of the toughest challenges the new areas have to offer. Take the skull back to the Nightmare Grand Cathedral in the Hunter's Nightmare, where you first picked up the Eye Pendant. When you approach the smoldering body at the back of the room you'll trigger a cutscene. As soon as that cutscene is over you'll have to face Laurence, the First Vicar. For full details of that fight refer to p89. Upon killing him you'll automatically get the Beast's Embrace Rune, and a new Nightmare Grand Cathedral lamp will appear in the room.







❷ Blood Vial ×2
❸ Sedatives ×3
❽ Madman's Knowledge ×1
❾ Beast Blood Pellet ×6
❿ Decorative Old Hunter Garb & Decorative Old Hunter Trousers
⓫ Frenzied Coldblood (9)
⓲ Loch Shield
⓳ Quicksilver Bullets ×4
⓴ Underground Cell Key
㉓ Kin Coldblood (10)
㉔ Blacksky Eye
㉕ Pulsing Damp Blood Gem (5)

Floor 3 – East Side ❽ ❾

Be careful as you approach the shelving units on this floor, because there are pressure plates just in front of some of them that when stepped on, cause the jars of chemicals on the shelves to explode. If you get hit by the liquid you'll take a large amount of damage, so step on the pressure plate and then wait for the jars to explode before moving on. Halfway along the balcony there's a Church Messenger standing on a ledge, and while you can run up and attack him to knock him off, that won't kill him; it's best to wait and let him move away from the ledge so that you can kill him without knocking him off and have him turn up unexpectedly later.

There is only one room you can enter on this floor, but it's quite an important one because it acts as the shortcut hub for the entire area. Guarding the room are three Wheelchair Huntsmen, however, and you'll need to deal with them first. Thankfully they're all fairly spread out in the room and two of them have their backs to you so killing them is fairly straightforward. Once the room is clear, you'll have a few paths you can take. At the back of the room is an open trapdoor with a ladder you can use to reach Floor 2 - East Side (you can also drop down from the ledge outside this room to reach the same location), and while you can't use the elevator on the left, the one on the right will take you down to the Laboratory on Floor 1. Once you're in that room not only will you be able to speak with Adeline, but you can also open the door to create a shortcut back from the lamp. **[→▭ 01]**

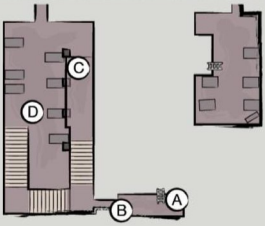
01

Floor 2 – East Side ❿ ⓫

It's recommended that you access this floor via the trapdoor in the Laboratory on Floor 3 rather than dropping onto the staircase outside, because it will put you in a better position for fighting the enemies in the Laboratory. From the bottom of the ladder, if you walk towards the nearby ledge you'll see an enemy directly below you, so drop off and use a plunging attack on it. These particular Clocktower Patients are extremely agile and tend to leap around a lot, so try to finish this first one off before it can start moving around.

When tackling other enemies of this type, remember that it's possible to knock them over by shooting them with any firearm; this makes fighting them much easier. After clearing the room, make sure to pick up the Decorative Hunter Attire and then exit out onto the balcony. If you go left along the balcony you'll come to an enemy guarding an item, and going to the right will lead you out to another non-hostile Clocktower Patient that you can talk to, or kill. The large wooden stairs on this floor don't lead anywhere at this time, but if you head up them, two Labyrinth Rats will drop down that you can kill for some extra Blood Echoes.

❷ ❸ COMBAT FOCUS Floor 2 – West Side



There are two doors you can enter on this floor, both of which contain ladders that lead up to the Patient Room on Floor 4. The entrance to the Laboratory is directly in front of you when you first reach this floor and it contains a large number of Clocktower Patients. The main thing that makes this room problematic are the enemies on the mezzanine throwing acid bottles down at you. While you can go underneath the mezzanine to avoid them, doing so limits your movement options for dealing with the other enemies. A better approach is to head left along the balcony towards the Patient Room, but stop and turn around when you get close to it, because a group of Clocktower Patients will come running out of the Laboratory towards you. After dealing with those enemies, enter the Patient Room, where you'll find more non-hostile patients that you talk to and kill if you like.

Climb up the ladder in this room to reach the Patient Room on Floor 4, and after dealing with the Clocktower Patient there, approach the ladder that leads back down to Laboratory on Floor 2. If you look down just to the left of the ladder you'll see a Clocktower Patient below you at **Position A**; step off the ledge and use a plunging attack on it. The other Patients nearby at **Position B** have their backs to you when you approach from this side, so you can start the fight with a fully charged R2 for an early advantage.

After killing those enemies, go through the doorway and turn to the right to the see the area where the acid bottle-throwing Patients are standing. Start going down the stairs towards them, but be ready to move back once you get to the bottom of them, because the Patient at **Position C** will come running towards you. Fighting that enemy near the top of the stairs should mean the acid-throwers don't hear you, so you can then sneak up behind the first one and use a charged R2 in its back to stagger it for a Visceral Attack follow-up. Doing that will usually alert the other enemies to your presence, so be ready to evade towards the other acid-thrower and take it out quickly, before another Patient approaches from **Position D**. All that's left now is to drop down and take out the last couple of Patients in the area below.

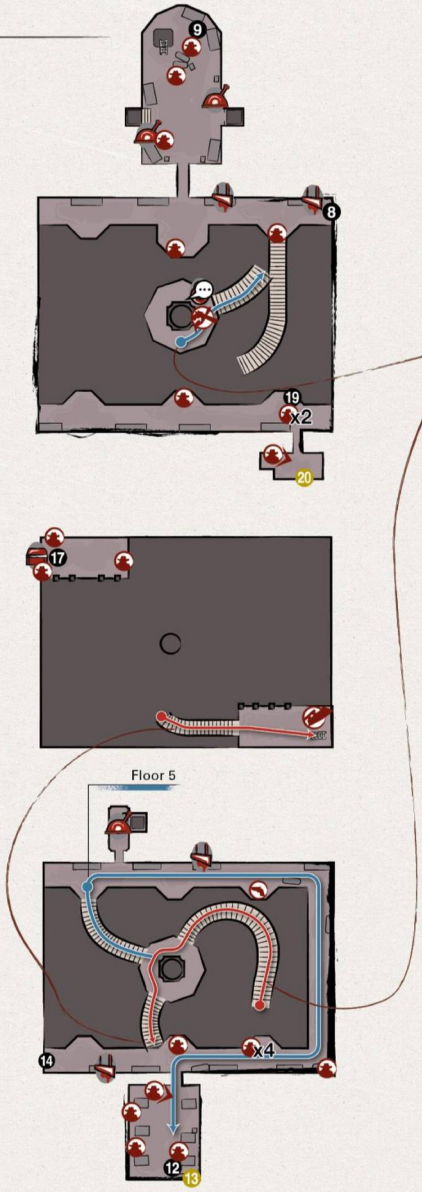
Floor 4 – West Side ❹ ❺ ❻ ❼

To reach this floor you will need to climb up one of the ladders on Floor 2, and while they both lead to the same room, the ladder in the Patient Room will put you in a much better starting position against the first enemy you'll encounter. This enemy is a tougher version of the Clocktower Patients, and it patrols back and forth along a small section of the room. If you took the ladder from Floor 2 Patient Room, a narrow tunnel will hide you from the enemy's sight, allowing you to watch its movements and time your approach so you can hit it from behind.

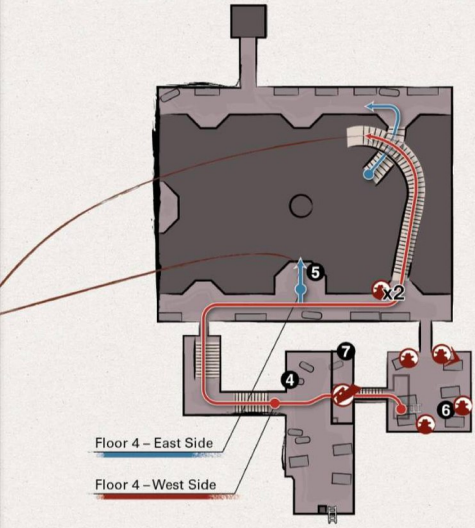
After killing that enemy, follow the stairs up and start running along the balcony until you come to a ledge with an item on it; you can drop down from the ledge onto the landing below to reach Floor 4 - East Side if you wish. Further along the balcony you'll come to a set of stairs going up, and at that time two Clocktower Patients will come out of the nearby Patient Room and attack you. After defeating them, approach the doorway leading into the Patient Room, but do so very slowly because just inside to the left there's another Clocktower Patient waiting to ambush you. If you inch into the room slowly you can attack and kill it before the ambush triggers, and then deal with the other enemy in the room normally.

The small set of stairs in that room leads out onto a ledge overlooking the other Patient Room on this floor. To proceed from this floor you need to go up the large stairs from the balcony. When you do so it's best to sprint, because you'll come under fire from a Wheelchair Huntsman with a Gatling Gun on Floor 5. When you reach the landing halfway up those stairs, you'll have the option of either going down the stairs on the right to reach the Floor 5, or taking the stairs directly ahead to reach a ladder that goes up to the Rafters. **[→▢ 01]**

01



- ❹ Blood Vial ×5
- ❺ Antidote ×2
- ❻ Quicksilver Bullets ×3
- ❼ Dirty Damp Blood Gem (5)
- ❽ Madman's Knowledge ×1
- ❾ Beast Blood Pellet ×6
- ⓬ Blue Elixir ×1
- ⓭ Enlarged Head
- ⓮ Blue Elixir ×4
- ⓱ Finestrike Damp Blood Gem (5)
- ⓲ Quicksilver Bullets ×4
- ⓴ Underground Cell Key



Floor 4 – East Side

If you're attempting to reach this area by dropping onto the landing from Floor 4 - West Side, the first thing you'll have to face is an enemy Hunter blocking your path to the stairs. It's possible to drop down without being detected, which will allow you to sneak around to the side of him and use a charged R2; it's difficult to get much closer before attacking because the nearby Clocktower Patient Head will start talking and alert him to your presence. By attacking aggressively from the start you can knock the Hunter off the landing for an easy win. The Clocktower Patient Head in this area is non-hostile and you can talk to it if you wish. Its main secret, however, is that if you attack it, it will drop one of the Brain Fluids that Adeline so covets.

There are no other items or enemies on this floor, and the open doorway only leads to an elevator shaft for the elevator that runs between Floor 3 and Floor 5. If that elevator is down on Floor 3, you can drop down the shaft from this floor and land on top of it. From there you can drop through the hatch in the roof to reach Floor 3. Alternatively, to leave this floor you will have to return to the landing you dropped onto at the start, and then jump across to the balcony on Floor 3 - East Side. **[→▢ 02]**

02

03

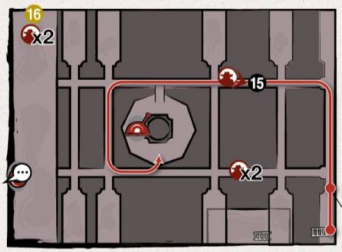
04

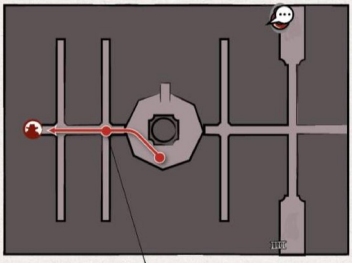
⓬ ⓭ ⓮ Floor 5

Unlike the other Floors in the Research Hall, the balcony on this one wraps around so you can access both sides. The Laboratory door directly in front of the stairs you use to reach this floor leads to an elevator that you can use to go back down to the Laboratory on Floor 3 where the other elevator is, in case you need to return to the lamp. Be careful as you move along the balcony on this floor, because there are pressure plates again that will trigger the acid bottles on nearby shelving units to explode. Just past the first of those pressure plates you'll be able to finally take out the Gatling Gun-wielding Wheelchair Huntsman that was shooting at you earlier.

If you continue along to the other side of the balcony you'll encounter a headless variation of the Clocktower Patients; these enemies will wander around harmlessly unless you attack them, at which point they'll retaliate. Finally on this side you'll come to a Patient room that you can enter, and inside are a number slowly pulsating Clocktower Patient Heads, and a couple of items at the back of the room.

The Heads are not initially hostile, but once you pick up the Enlarged Head Attire at the back of the room they will all start attacking. Instead of picking the item up first, it's best to attack the Heads as you come to them, as that puts you in a much better position for starting the fight. All of their attacks inflict Frenzy buildup, so if you get hit even once or twice, it's best to back off and let your Frenzy levels go back down. Before trying to exit the room, however, look above the door and you'll see another sneaky Head attached to the wall, and if you go back through the doorway it will drop down and grab you. To avoid this ambush, use any kind of ranged weapon to knock it down from its hiding spot first, and then kill it normally. **[→▢ 03/04]**





Research Hall Rafters

Research Hall Upper Rafters

- ❽ Madman's Knowledge ×1
- ❾ Beast Blood Pellet ×6
- ⓯ Great One's Wisdom
- ⓰ Blood Stone Chunk ×1
- ⓱ Finestrike Damp Blood Gem (5)
- ⓲ Quicksilver Bullets ×4
- ⓴ Underground Cell Key

Research Hall Rafters ⓯ ⓰

The Rafters span the entire Research Hall and you can freely walk along any of the beams. Two Labyrinth Rats also patrol along the beams, so be very careful if you attempt to fight them on the narrow sections. Similar caution should also be employed when going for the item that's on a corpse hanging off one of the beams, because when you get close to it, a Carrion Crow will drop down and attack you. From the starting point of the Rafters, if you take the first left, and then left again, you can drop down onto a small platform with a ladder on it that leads to the Upper section of the Rafters.

Cross the Rafters to the other side of the hall and you'll find a pair of Carrion Crows in the corner guarding another item, along with a non-hostile Clocktower Patient that you can speak with. The main reason for coming up here, however, is the large mechanism in the centre that you can operate, because doing so will raise the entire staircase structure and allow you access to new parts of the area. Once the stairs have been moved, however, they cannot be moved back, so you'll need to take slightly different routes to move between the floors. **[→▢ 01]**

Research Hall Upper Rafters

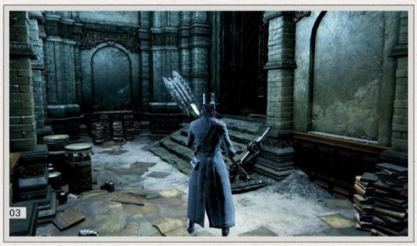
You can reach the Upper Rafters via the Ladder from the floor below, or if you activate the mechanism to raise the stairs you'll automatically end up here. On one side of these rafters you'll find another non-hostile Head that you can talk to, and then if you attack it you'll get a second Brain Fluid for Adeline. Going the other way you'll find a Carrion Crow sitting on the end of a beam, and when you approach it, it will fly down to the ledge below as if showing you the path to take. Follow the Crow and drop down from the end of the beam, and if you kill it you'll get a handy Guidance Caryll Rune. **[→▢ 02]**

If you've collected both of the Brain Fluids so far, you will now be able to go down and give them both to Adeline in the Laboratory on Floor 1 and get the Balcony Key in return, allowing you to enter the 1st Floor Balcony.

⓱ Back through the Hall

Now that you've moved the stairs, you can access the door that leads to the boss room. To reach that door, cross back over the rafters and drop down to the platform with the ladder going to the Upper Rafters, where you'll be able to use some stairs to go down. When you reach the landing, if you go down the stairs on the left you can reach a small platform where you'll find some Carrion Crows guarding a chest containing a Blood Gem. Going down the stairs to the right on that landing will take you down to Floor 5. Once there, run around the balcony to the Laboratory and use the

elevator to go down to Floor 3. Exit the Floor 3 Laboratory and follow the balcony along to the right until you come to a set of stairs, and then follow them up and open the large door to face off against the Living Failures. **[→□ 03]**

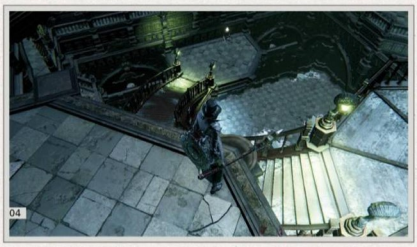

03

Floor 3 – West Side 18 19 20

To access this part of the Research Hall, make your way to the Laboratory on Floor 3 - East Side. Just outside the room there's a ledge you can drop from to reach a landing on the stairs below. If you go up the stairs to the left from this landing you'll be able to reach Floor 4 - East Side if you haven't already been there, and if you take the stairs going down from there you'll reach a small platform. On this platform you'll find a Crawling Clocktower Patient that you'll need to kill before picking up the Loch Shield from the nearby corpse. This shield is extremely handy, as it greatly reduces all non-physical damage. From that platform you can also drop down to Floor 1 if you wish, but be careful because raising the stairs released a large number of Crawling Clocktower Patients down there. You'll also find a couple of new items in the toxic pool, so it's worth battling past the new enemies to get them.

The set of stairs going up to the right from that landing bring you to the West Side of Floor 3. Follow the balcony along on this floor, killing the Clocktower Patients as you come to them until you reach the Patient Room. Just to right in side of this door, a Clocktower Patient with an infected hand is waiting to ambush you with a grab as you enter. To counter this ambush attempt, step through the doorway and then quickly evade backwards so the grab misses you. After killing the enemy you'll be able to claim the item on a corpse here, which is the Underground Cell Key. **[→□ 04]**

> Now that you have the Underground Cell Key, it's recommended that you go back to the Underground Cells and get all of the items inside the cells it unlocks. One of the cells does, however, contain a very dangerous Hunter, who will reward you with the Church Pick weapon upon his defeat.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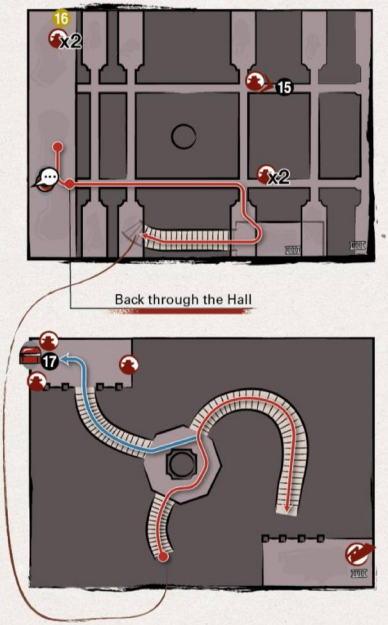
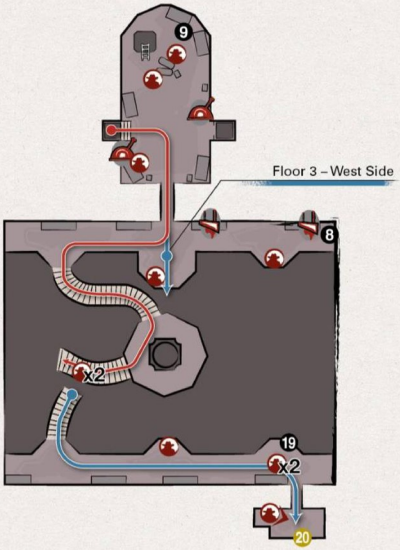
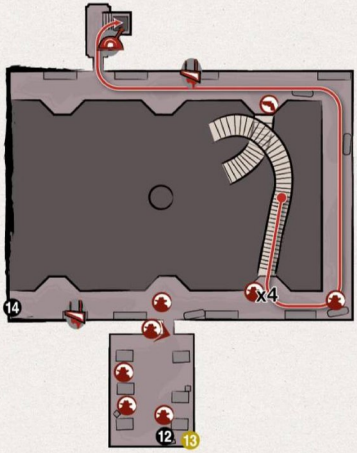
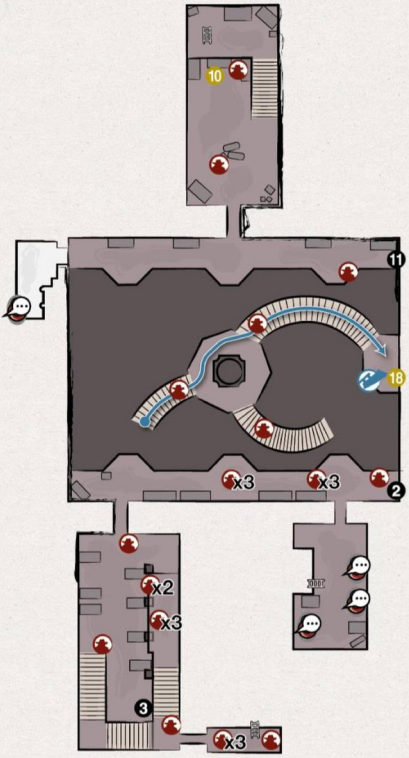




Research Hall



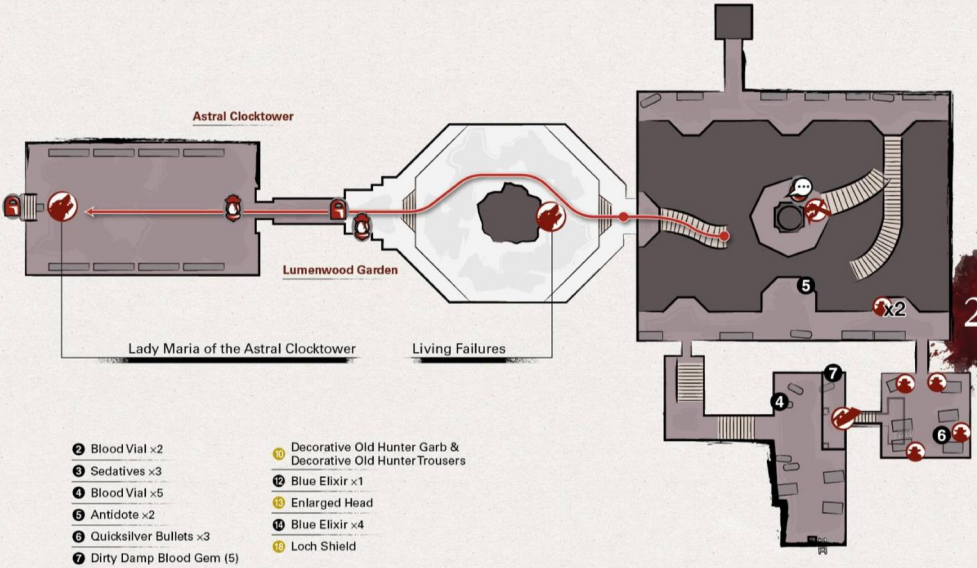


BOSS Living Failures

At the start of this battle you'll only have to face one or two of these enemies, but as the fight progresses, more and more will gradually appear in the area. While each one only has a relatively small amount of health and can be killed off, you need to defeat enough of them to deplete their overall shared HP pool. Because they have quite high physical resistance, your best means of killing them is to use elemental attacks, or try to interrupt them and use Visceral Attacks, since they will still deal significant damage. Once you've killed enough of them to finish the fight you'll automatically get the Astral Clocktower Key, and the Lumenwood Garden lamp will appear at the back of the area near the locked door. **[→☐ 01/02]**

01

02



❷ Blood Vial ×2
❸ Sedatives ×3
❹ Blood Vial ×5
❺ Antidote ×2
❻ Quicksilver Bullets ×3
❼ Dirty Damp Blood Gem (5)
⑩ Decorative Old Hunter Garb & Decorative Old Hunter Trousers
⑫ Blue Elixir ×1
⑬ Enlarged Head
⑭ Blue Elixir ×4
⑯ Loch Shield

03

04

BOSS Lady Maria of the Astral Clocktower

Upon entering the Astral Clocktower you'll notice a mysterious figure sat in a chair on the opposite side of the room; approach the chair and inspect the corpse to trigger a cutscene. As soon as that cutscene is over the fight with Lady Maria will begin, so make sure you're ready beforehand. Maria can quickly cover a lot of ground with her attacks, but you can use this to your advantage in the early phase of the fight because quickstepping forward and to the side slightly will evade a great deal of her attacks.

Once you've defeated her you'll find the Celestial Dial on the ground near the entrance, and the new Astral Clocktower lamp will appear nearby. With the Celestial Dial in hand, approach the large clock face and hold it up when prompted to trigger the clock mechanism to turn. Once the clock has stopped moving there will be a new opening that you can walk through to reach the Fishing Hamlet. **[→▢ 03/04]**

Fishing Hamlet

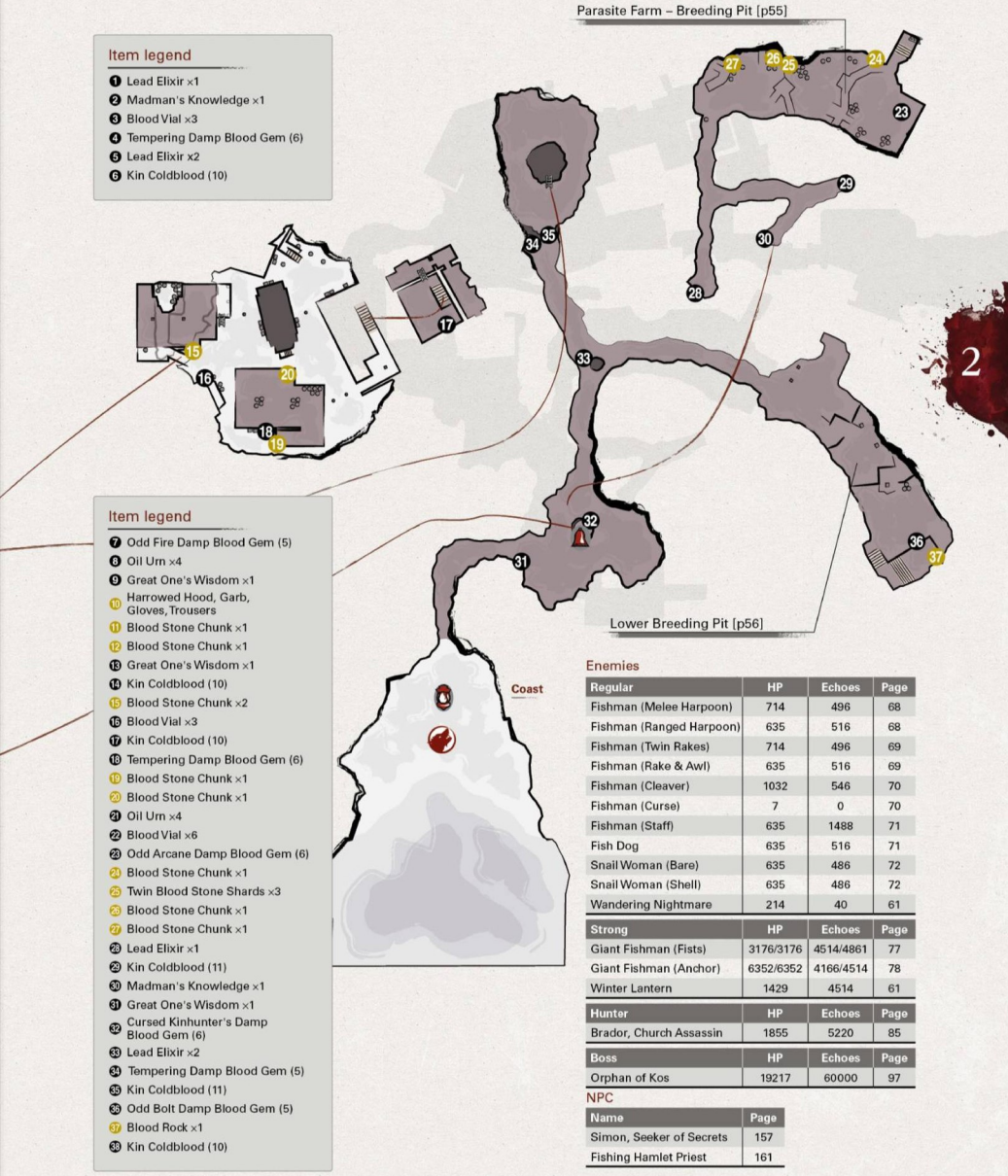
The smell of rotten fish assails your nose. Baleful chants echo through the fog, and the sea breeze relentlessly washes you in the pungent stench of decay. Yet there's something else hanging thick in the air. Wrath... despair... and a sense of... longing? Ahead, you see a small fishing village and wonder what cursed horrors await you in the depths of this fetid nightmare.

Difficulty	Area **A** | Orphan of Kos **S**
Recommended	Player Level **90** | Weapon Upgrade **+9**
Timezones	
Insight	Reach the Fishing Hamlet for the first time ×4
	Encounter the Orphan of Kos ×5
	Defeat the Orphan of Kos ×5
	Slay the Orphan of Kos' remaining shadow after the battle to end the nightmare ×3

Parasite Farm – Breeding Pit [p55]

Item legend

1. Lead Elixir ×1
2. Madman's Knowledge ×1
3. Blood Vial ×3
4. Tempering Damp Blood Gem (6)
5. Lead Elixir ×2
6. Kin Coldblood (10)



Item legend

7. Odd Fire Damp Blood Gem (5)
8. Oil Urn ×4
9. Great One's Wisdom ×1
10. Harrowed Hood, Garb, Gloves, Trousers
11. Blood Stone Chunk ×1
12. Blood Stone Chunk ×1
13. Great One's Wisdom ×1
14. Kin Coldblood (10)
15. Blood Stone Chunk ×2
16. Blood Vial ×3
17. Kin Coldblood (10)
18. Tempering Damp Blood Gem (6)
19. Blood Stone Chunk ×1
20. Blood Stone Chunk ×1
21. Oil Urn ×4
22. Blood Vial ×6
23. Odd Arcane Damp Blood Gem (6)
24. Blood Stone Chunk ×1
25. Twin Blood Stone Shards ×3
26. Blood Stone Chunk ×1
27. Blood Stone Chunk ×1
28. Lead Elixir ×1
29. Kin Coldblood (11)
30. Madman's Knowledge ×1
31. Great One's Wisdom ×1
32. Cursed Kinhunter's Damp Blood Gem (6)
33. Lead Elixir ×2
34. Tempering Damp Blood Gem (5)
35. Kin Coldblood (11)
36. Odd Bolt Damp Blood Gem (5)
37. Blood Rock ×1
38. Kin Coldblood (10)

Lower Breeding Pit [p56]

Enemies

Regular	HP	Echoes	Page
Fishman (Melee Harpoon)	714	496	68
Fishman (Ranged Harpoon)	635	516	68
Fishman (Twin Rakes)	714	496	69
Fishman (Rake & Awl)	635	516	69
Fishman (Cleaver)	1032	546	70
Fishman (Curse)	7	0	70
Fishman (Staff)	635	1488	71
Fish Dog	635	516	71
Snail Woman (Bare)	635	486	72
Snail Woman (Shell)	635	486	72
Wandering Nightmare	214	40	61

Strong	HP	Echoes	Page
Giant Fishman (Fists)	3176/3176	4514/4861	77
Giant Fishman (Anchor)	6352/6352	4166/4514	78
Winter Lantern	1429	4514	61

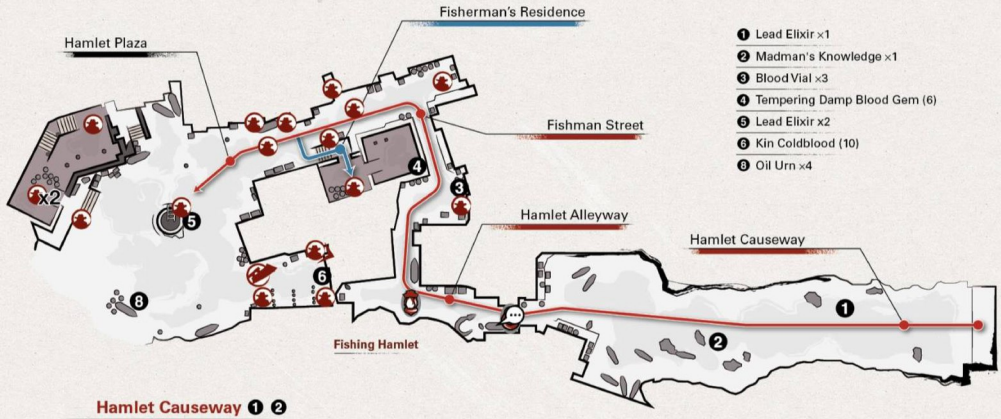
Hunter	HP	Echoes	Page
Brador, Church Assassin	1855	5220	85

Boss	HP	Echoes	Page
Orphan of Kos	19217	60000	97

NPC

Name	Page
Simon, Seeker of Secrets	157
Fishing Hamlet Priest	161

Fishing Hamlet



Hamlet Causeway ❶ ❷

After dropping down from the Astral Clocktower you'll land on a narrow dirt path that's flanked on either side by water. Be very careful when exploring this area because the land does not extended very far out from the path and it drops off suddenly. Along the path you'll find a couple of items, and since they're near the edge of the land, make sure to aim your camera down to give you a better view through the water.

As you get close to the village, the mysterious figure of the Fishing Hamlet Priest will start walking towards you while rambling incoherently. After you've listened to his initial dialogue, you can talk to him for more information. You cannot, however, kill this character; even if you deplete all of his health he will simply stand up and continue walking through the area. Follow the path along between the buildings to enter the Fishing Hamlet proper, and just after that you'll come to the Fishing Hamlet lamp. **[→□ 01]**

01

If you talk to the Fishing Hamlet Priest while you have the Milkweed Caryll Rune equipped, he will react to your Lumenwood appearance and speak to you differently. At the end of that dialogue he will give you the Accursed Brew.

❸ Hamlet Alleyway

When you near the end of the first building along this alley you'll see a large creature walk past an open window up ahead, and while you will have to face it later, you don't have to worry about it right now. After rounding the corner there's an item near a building on the other side of the small courtyard, and just in front of it you can see the fin of a submerged creature swimming back and forth. The creature is a Fishman, and if you wait too long or approach the item it will leap out of the water and attack you, so it's best to run up and kill it first before it can retaliate. **[→□ 02]**

02

03

04

Fishman Street

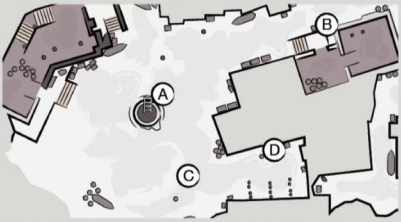
Upon turning the corner here, a Fishman will step out of a small alcove just ahead on the right. Hold your ground instead of running over and attacking it because a group of four more Fishmen will also start running towards you from further ahead. The group will reach you in a staggered fashion rather than all at once, so if you retreat back and use the corner to hinder their movements you can take them out one at a time as they reach you. **[→☐ 03/04]**

Fisherman's Residence ❹

There's a Fishman standing with his back to you just outside the entrance to this house. If you walk up the stairs quietly, you can sneak up behind it and use a charged R2 to stagger it for an easy victory. This is the building that you saw the creature in earlier, but since you just killed it, you can safely enter and get the item in the corner. There's another item up on a broken staircase, but you can only reach it by entering via the upper floor later. **[→☐ 05/06]**

05

06



Be careful as you approach this open clearing – if you run in recklessly it's very easy to attract the attention of a large number of enemies and become overwhelmed quickly. The most immediate threat is a Fishman (Curse) sat near the well at **Position A**. This enemy will fire large volleys of homing skulls at you that have considerable range and tracking capabilities, which makes fighting other enemies in the area problematic. Just in front of that enemy are two more Fishmen, and they will come running towards you as soon as the other one starts firing skulls at you. The easiest way to take them out is to retreat back to **Position B** outside of the skull's range before fighting the other Fishmen.

Once those first two enemies have been killed, run back towards the well and kill the Fishman there. He has very little health so it will only take a single hit. Be sure not to go past the well, however, otherwise you'll get the attention of a bomb-throwing Fishman in the large building nearby, as well as the other Fishmen along the water bank. If you look to **Position C** you should see another Fishman that has already spotted you, but instead of attacking you it just patrols back and forth as if daring you approach. If you do start approaching, a Giant Fishman will come walking out from behind the building nearby and start attacking you. This enemy is extremely dangerous and can inflict a massive amount of damage, so you need to be very cautious.

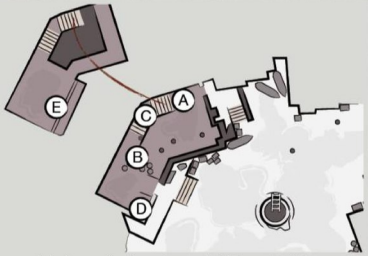
Along the side of that building you'll notice some oil urns with a small flame flickering in them; if you time it correctly you can move forward until you hear the Giant Fishman, and use a firearm or explosive to detonate them and damage it. By far the safest option for dealing with the Giant Fishman here is to retreat back down to the Fisherman's Residence. The giant enemy cannot pass through the doorway of the residence, so you can safely wait for one of its attacks to miss, and then hit it while it recovers. Once it's dead, go back to where you first encountered it and head round the corner to reach an area with an item and another Fishman. Be careful as you approach that item because a second Fishman will appear from under the building at **Position D** – so make sure you kill the first one quickly.

Plaza Well

If you look closely at the well in the middle of the plaza you'll notice that there is a ladder that you can use to reach a cave below the plaza. Within that cave an Anchor-wielding Giant Fishman patrols around a central column. Once its health reaches around 40%, a second Giant Fishman will drop down from the ceiling. Fighting both of those enemies at this point is extremely difficult, and you can have a much easier time be approaching this area through a tunnel you'll access later. If you choose to fight them now, the central column can help you a lot, since you can use it to restrict both the movement and attack angles of the Giant Fishmen by constantly moving around it. Poison Knives can also be very effective here, because the Poison can take off large amounts of health while you're waiting for a safe time to attack. The second Giant Fishman will drop the Rakuyo weapon when it's killed, so whichever approach you take, it's worth taking the time to kill them. **[→ 01]**

01

COMBAT FOCUS **Dilapidated Building ❼**



There are a lot of enemies in and around this large building, so as is often the case, a cautious approach is best. Start by approaching the building while hugging the right-hand side of the plaza – that will allow you to get close while remaining undetected – and then enter slowly through the doorway when you reach it. There's a Fishman just inside at **Position A** with its back to you, and if you're quiet you can sneak up behind it and use a charged R2 to stager it for a quick finish.

There are three more Fishmen to contend with on this floor, but if you engage them in the correct order you'll only have to face them one at a time. The first one has its back to you in the middle near some oil-filled urns at **Position B**, the second is under the stairs nearby at **Position C**, and the final one is in the far corner of the room at **Position D**. If you shoot or throw a Molotov at the oil urns, the ensuing explosion will kill the enemy at **Position B** without alerting the others. You can then use a ranged attack on the enemy under the stairs at **Position C** to lure it towards you and fight it out of the other enemy's line of sight. When only the enemy at **Position D** remains, run over and kill it before quietly going up the stairs.

At the top of the stairs another Fishman will spot you; retreat back down the stairs so that it follows you and fight it on the floor below to avoid alerting a second Fishman on the upper floor a **Position E**. Go back up the stairs after dispatching that first foe, sneak up behind the one at **Position E** and use a charged R2 to stagger it and a visceral attack follow-up. Once all the enemies in the house have been defeated, run along the narrow ledge near the stairs to get the item at the end, and then go back down the stairs and out the front door to start cleaning up the last few Fishmen.

Just after you exit the house, a nearby Fishman will come running towards you, so move back inside and fight it there to avoid alerting the other enemies. The remaining two are standing near the water's edge just off to the side of the house. If you're quiet you can sneak up behind the first one and use a charged R2 to stagger it for a quick kill, leaving only one to finish off afterwards. Try not to stand around in the open too much while fighting it, however, because there's another Fishman further up the hill that will start throwing harpoons down at you, so keep the fight behind the nearby wall.

❾ ❿ ⓫ Cliffside Trail

If you look along the base of the cliff you'll notice a series of oil urns highlighting a narrow path that you can follow to reach the rooftops. After picking up the item at the start of the first rooftop you come to, continue around the left-hand side to find a ladder that you can kick down to create a shortcut back to the lamp. Next to the ladder there's a hole in the wall that you can walk through to enter a building, and once inside you'll find a walkway leading to an adjacent building. Be very careful when you enter this second building, because there's a sneaky Fishman clinging to the roof just waiting to drop down and ambush you with a grab attack.

The easiest way to avoid being grabbed is to slowly move into the room while hugging the wall on the right to cause it to drop down, and then quickly move backwards to avoid the grab. Another Fishman can be seen hacking up the remains of a poor villager at the opposite end of this building, and while it's distracted you can sneak up behind it and use a charged R2. Once the area is clear,

make sure to pick up the item from the corpse the Fishman was chopping, because it's a full Attire set. Then go down the broken staircase to claim the item you could see when you entered the lower floor of this building earlier.

Lighthouse Path

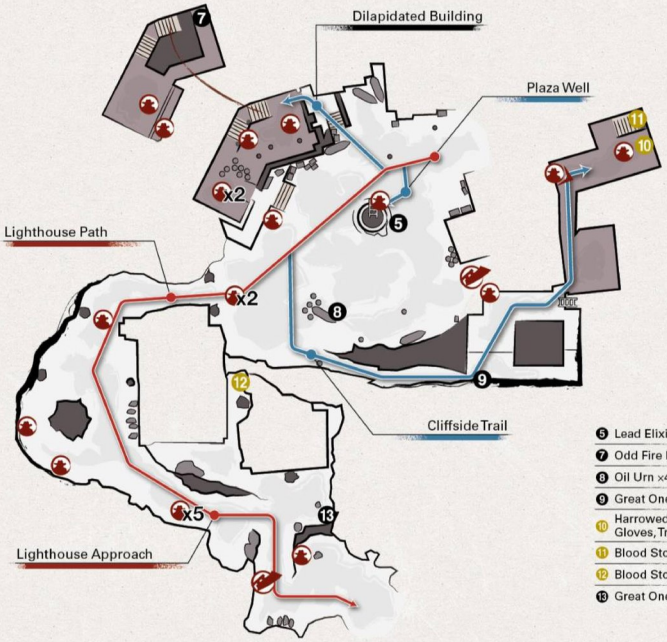
If you peek out from behind the tree at the base of the hill you can safely bait the Fishman further up into throwing a harpoon into the tree. Once it does, you can quickly run up and attack it during the recovery. Try to kill it as quickly as possible, because once you reach that point a Fish Dog will come running down from behind the large tree nearby. This enemy is largely similar to other dog type enemies, the main difference being that it has an area of effect attack that, while doing no damage, will cause your character to stumble backwards. The best way to deal with it is to use a firearm to shoot it and knock it over to stop it from attacking, and then kill it as it gets up.

Around this time a large group of enemies will start making their way towards you from further up the hill, so as soon as you've killed that Fish Dog, run up and take cover behind the large tree. The group of enemies consists of another Fish Dog, two melee Fishmen, and two more that will hang back and throw harpoons. The Fish Dog will usually reach you first, so stick behind the tree while fighting it to shield yourself from the harpoons and hamper the approach of the two melee Fishmen, and then pick them off one at a time as they round the tree. Be careful when you run up to take on the two harpoon throwing Fishmen because there's yet another one further up the hill that will start throwing harpoons down at you while you attack them. Using hit-and run style tactics from behind the cover of the nearby wall is the safest way to kill them.

⑫ ⑬ Lighthouse Approach

Start making your way up towards the next harpoon Fishman, but don't attack it. When you get near it a Fishman (Curse) will start firing projectiles down at you. On top of that, another Giant Fishman will come running down from a path on the right, and you don't want to have to contend with all three at once. The Giant Fishman should be your first priority since it is by far the biggest threat, and there are a couple of ways you can go about dealing with it.

If you're comfortable fighting these enemies out in the open, then retreat back down to the large tree and fight it there, so that you can use the tree for cover if needed. For a safer approach, carry on sprinting up the hill past all of the enemies and enter the Lighthouse Hut. The Giant Fishman will be unable to enter, so you can pick it off with ranged attacks, or wait for it to attack and then use melee strikes while it recovers. After it's dead, run back and kill the Fishman (Curse) before taking out the other Fishman to secure the area. When it's safe to do so, look for a narrow path between the buildings nearby that you can follow to find an item.



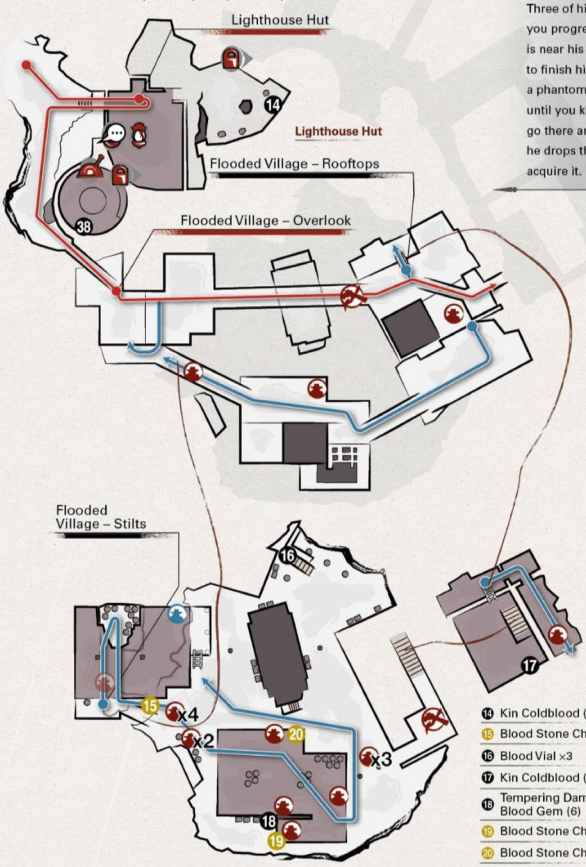
- ❺ Lead Elixir ×2
- ❼ Odd Fire Damp Blood Gem (5)
- ❽ Oil Urn ×4
- ❾ Great One's Wisdom ×1
- ❿ Harrowed Hood, Garb, Gloves, Trousers
- ⓫ Blood Stone Chunk ×1
- ⓬ Blood Stone Chunk ×1
- ⓭ Great One's Wisdom ×1

Lighthouse Hut ⑭

The Lighthouse Hut lamp is directly in front of you upon entering the building, so before doing anything else, make sure you light it. Just to the side of the doorway you entered through you'll find an injured and collapsed Simon if you've been following his quest; talk to him a couple of times and you'll get Simon's Bowblade and the Underground Cell Inner Chamber Key as a parting gift. The gate in the room does not open from this side. The opening in the side wall of the house leads to a path you can follow down to another gate that you cannot open from this side. There is, however, and item in that area that you can pick up now if you wish.

The Underground Cell Inner Chamber Key opens the final cell in the Underground Cells area – a cell that houses Brador. After reaching the Lighthouse Hut, Brador will start invading your world in fixed locations until you go to his cell and kill him. But that does not mean you should rush there and finish him off straight away. There are four places in total that Brador will invade, and for each of those locations you kill him in you will get a piece of his Attire set, so if you want the full set, you'll have to killhim at each location.

Three of his invading locations you'll encounter naturally as you progress through the rest of this area, and the forth one is near his cell, so you can leave it for last when you go there to finish him off. Even after you kill him when he invades as a phantom, he will still keep appearing in those locations until you kill his physical body in the cell. Another reason to go there and kill him once you have the full Attire set is that he drops the Bloodletter weapon, and that is the only way to acquire it.



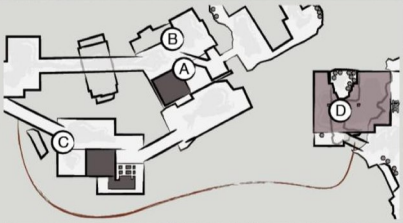
⑭ Kin Coldblood (10)
⑮ Blood Stone Chunk ×2
⑯ Blood Vial ×3
⑰ Kin Coldblood (10)
⑱ Tempering Damp Blood Gem (6)
⑲ Blood Stone Chunk ×1
⑳ Blood Stone Chunk ×1
㊳ Kin Coldblood (10)

Flooded Village – Overlook

When you reach the top of the hill, follow the path around to a pair of wooden planks, and then walk along them to reach the large rooftop below. If Brador is still alive, you'll start hearing a bell ring as soon as you reach this rooftop to indicate that you're near one of his invading points, but he won't appear just yet so you can still survey the area.

You can drop off either side of the rooftop to reach a platform below that gives access to the large house, but whether you intend to clear the area or simply run through it, a better option is to cross the wooden bridge leading off from the rooftop. Once you start walking on the bridge, however, Brador will invade on the other side and start coming towards you, so retreat back and fight him on the large rooftop where you have more room. After crossing the bridge you'll come to another rooftop, and if you just want to push through the area, you can go straight up the next set of planks and enter the Parasite Farm. [→ 01]

COMBAT FOCUS **Flooded Village – Rooftops** ⑮



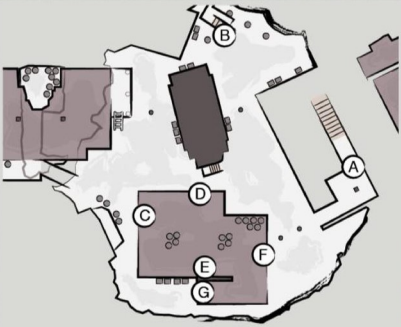
There are a large number of Fishmen in this part of the village, and it's very easy to be overrun by them, especially if you happen to drop off to the Stilts area below. The safest approach is to sweep and clear the rooftops and building interiors one at a time, while also using your elevated position to pick off some of the enemies below in safety. To begin with, start by slowly walking through the gap at **Position A** to reach a Fishman (Staff). If this enemy spots you it can fire barrages of lightning strikes that appear directly above you, so take advantage of the situation and deliver a charged R2 to its back before finishing it off.

Backtrack slightly now and descend the ladder at **Position B** to reach a wooden platform. From there, walk slowly through the nearby doorway and sneak up behind the Fishman at the opposite end of the building, so that you can use a charged R2 to stagger it for an easy kill. Exit through the next doorway and follow the platform around until you reach another wooden bridge. From here you should be able to see a Fishman (Staff) standing towards the end of the next rooftop, and another Fishman patrolling along behind him. Wait for the patrolling Fishman to be at his closest point to you, and then cross the bridge so he spots you. Try to fight him on the section of rooftop just after the bridge. Be careful when fighting in this area, however, because there is a large hole on the other side of the apex, and if you drop through it you'll be surrounded by the group of enemies in the room below. After killing that enemy, sneak up behind the Fishman (Staff) and kill it.

If you now go to **Position C** (just to the left of the next wooden bridge) and look down, you should be able to see a very large enemy group standing near some oil urns. By either shooting, or using a Molotov to make the urns explode, it's possible to kill nearly all of them, and then you can finish off the rest using any ranged options you have. Another group of enemies consisting of two Fish Dogs and a Fishman patrol the area below the other side of the bridge, so if you still have plenty of ranged attacks left you can pick them off from this position.

Cross the nearby wooden bridge now and approach the open doorway on the other side; as soon as you enter the building, a Wandering Nightmare will start running towards a hole in the floor – try to kill it before it reaches its goal. If it does drop down, it's important that you don't follow it, because the area is surrounded by a large number of oil urns, and a nearby Fishman will throw a bomb to detonate them as soon as you land. The best way to deal with the situation is to blow them up yourself before dropping down by either shooting them or using a Molotov, and if you're quick, this will also kill the Wandering Nightmare if it did drop down. After clearing the trap, drop down yourself and immediately roll towards **Position D** and kill the Fishman there. Follow the path around underneath the building to reach an item near the ledge, and then drop down into the water below.

⑯ ⑰ ⑱ ⑲ ⑳ COMBAT FOCUS **Flooded Village – Stilts**



One of the main reasons to kill as many enemies from the rooftops as possible is because down here among the Stilts (at **Position A**) you'll be invaded by Brador if he's still alive. He will only invade after you have gone up the stairs near that position and entered the building, so it's important that you stay far away from there if you have other enemies chasing you.

If you haven't already taken out any of the enemies, you'll be faced with a large numbers of enemies now, and while your first instinct may be to run through the nearby open doorway, there are more enemies in there, so you can end up making things worse. A better option is to run past the ladder (which will take you back up to the rooftops in case you need to get out) and around the back of the building to the left, until you come to the small set of stairs at **Position B**. You can use these stairs as a bottleneck to funnel the enemies towards you, and at any time you get pushed back, you can drop down and loop back behind them.

Once you're done with them (or if you killed them earlier) slowly go through the doorway at **Position C**. Inside this building are four more Fishmen; if you make your way through it slowly and quietly, it possible to take them on one at a time. Start by sneaking around behind the one at **Position D** before killing it, and then take out the one near the opposite wall at **Position E**. From there you can walk around behind the next one at **Position F**, before killing the final one at **Position G**. Once the building has been cleared, exit through the nearby door and follow the building wall around to find an item hidden outside. The only thing left now is to enter the building at **Position A** to get the item there, and then be ready to fight Brador once again when you leave.

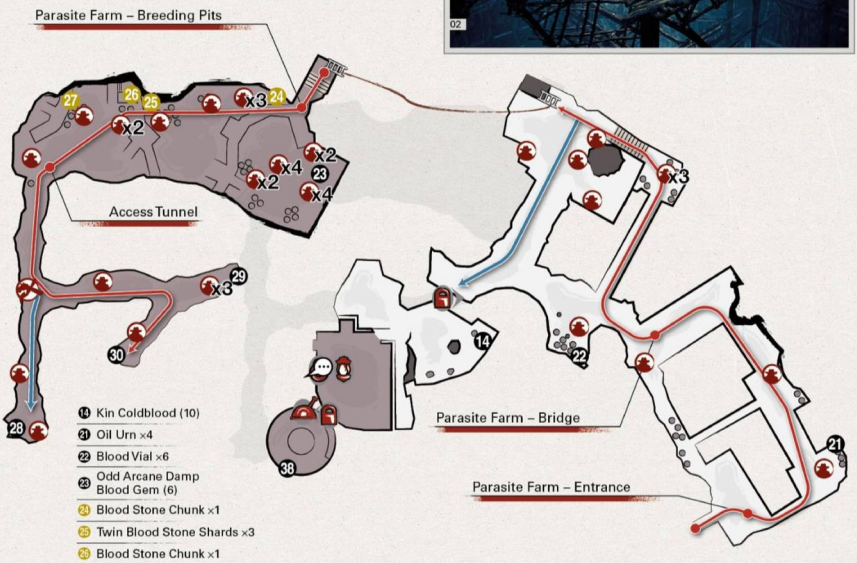
Parasite Farm – Entrance 21 22

Be very careful when moving around in this area because one wrong step and you can easily fall to your death. Most of the Fishmen in this area are busy tending to the parasites, but while they'll often have their backs to you, they will always detect you when you get close. You'll still have an advantage against them, however, since they'll have to get up and turn around, during which time you can start attacking them.

To start with, hug the wall on the right as you enter, and then drop down onto the narrow ledge along the wall and follow it along to the first Fishman you can kill. Once that enemy is dead, go up the nearby ramp and do the same to the one at the top of it. Just past that second Fishman you'll see a Fishman (Staff) patrolling up and down another ramp; wait for it to start moving up the ramp and then sneak up behind it and attack it with a charged R2 if you get close enough, otherwise just attack it normally before it can start firing lightning bolts. Follow the path around to the right when you reach the top of that ramp, and then immediately turn left under the overhang and take out the Fishman there before getting the nearby item. **[→ 01/02]**

01

02



Parasite Farm – Bridge

From this location you'll be able to spot a group of Fishmen on the other side of a narrow beam, and another group on a large platform that includes two Staff-wielding Fishmen. If you were to go for the platform first, you'd have to deal with both mages at once, so it's best to go down the narrow beam. As soon as you step onto it, the three Fishmen on the other side will start running towards you, so move back on to solid ground and take them out one at a time as they reach you.

When it's safe, cross the narrow beam, and then go up the stairs and quickly take out the Fishman (Staff) at the top. Shortly after you start attacking it another Fishman will come after you from the left, so keep the camera trained that way to see it coming. The second Fishman (Staff) will usually detect you during the fighting, but the large column nearby will easily shield you from its attacks until you're ready to go around and face it. The only enemy left after that should be a lone Fishman on the other side of the platform with its back to you. This one you can sneak right up behind to stagger it with a charged R2. The way forward is down a ladder at the back of this platform, but before you go down there, it's worth crossing back over the bridge and opening the gate there to create a shortcut back to the Lighthouse Hut lamp. **[→ 03/04]**

03

04

Parasite Farm – Breeding Pits ㉓ ㉔ ㉕ ㉖ ㉗

At the bottom of the ladder you'll come to an area with a number of large pits filled with parasites that are divided by wooden walkways between them. Some of the large shells in these pits actually contain enemies called Snail Women, so it's best to attack any shells you come across just to avoid begin attacked from behind later. Their attacks don't have a lot of range and are quite slow, but they often wake in groups so you'll have to contend with a few at a time. The best way to deal with them is to use a weapon that has long reach, and try to hit the exposed torso rather than the shell from outside of their attack range.

The first pit you come to can be skipped by simply following the walkway along and dropping down into the second pit when you come to it. If you do go into the first pit then there are some planks at the end that you can walk up to reach the second pit. When you reach the tunnel leading out of this area, look just to the right of it and you'll see a small mound of parasites piled up over a wooden plank. You can walk over them to reach a small side area containing a Bloodstone Chunk. **[→ 05/06]**

05

06

㉘ ㉙ ㉚ Access Tunnel

A short distance into the tunnel the path will split, with one branch going straight ahead and another off to the left. When you reach that point, two shell-less Snail Women will come swimming down from directly ahead to attack you. If Brador is still alive, you should also start hearing the sound of a bell in this area to indicate you're near one of his invading locations. The path going straight is a dead-end so it's worth going that way first to get the item. Be ready as you approach it, because Brador will appear directly behind you. Since he appears quite close to you here, try to attack him will he is still materializing to get an early lead.

When heading down the other section of the tunnel, another shell-less Snail Woman will attack you almost straight away. Be ready to evade when you see her, and then at the far end of the tunnel there are two more of them, along with a Fishman (Curse). The best course of action there is to run past the two Snail Women and kill the Fishman first so you don't have to worry about evading its projectiles, and then finish off the Snail Women. Once everything is dead, go into the small alcove along this branch of the tunnel, and carefully drop down into the cave below. **[→ 07]**

07

Elevator Cave 31 32 33

There's a large circular pit directly ahead when you land in this cave, so make sure you don't accidentally run into it, because even though it won't kill you outright, you will take a lot of damage. To get the item at the bottom of the pit safely, use the ladder that's on one side of it. Not too far from the pit there's a lever that you can pull, and doing so will lower an elevator platform over the pit. If you step onto the elevator it will take you up to a small room containing an item and a gate you can open that leads back into the Lighthouse Hut. As well as the elevator there are also two tunnels leading out from this cave – one takes you deeper into the caves for some exploration, and the other leads to a boss fight.

Culvert Intersection 33

The item that you can see near the pillar at the far end of this tunnel may appear tempting, but do not be lured in by the bait because two Winter Lanterns are patrolling the area just to the left of it. Before fighting these creatures, make sure your insight it as low as possible, have attire that has high frenzy resistance, and have sedatives at the ready. You can circle around the pillar to try to stay out of their gaze to reduce the frenzy build-up. If you just want to run along to the Lower Breeding Pit, you can sprint through the intersection and keep running to escape their gaze. **[→ 01]**

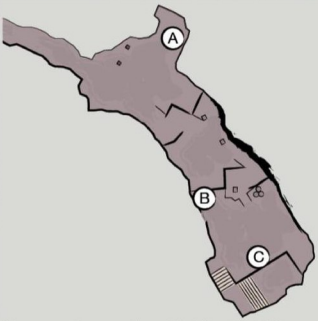
01

Tunnel to the Well 34 35

To explore this section of the tunnel you will have to deal with both of the Winter Lanterns, but the reward for beating them is making another hard fight easier. From the ledge at the end of the tunnel you'll be looking down into the cave below the Plaza Well with the two Giant Fishmen. It's possible to fight them from here and make that encounter much safer. Although you'll see one of them clinging to the ceiling, you cannot actually hit it at this time. Use a ranged attack such as a throwing knife to hit the one at the back of the cave so that it comes closer.

If you have Poison Throwing Knives they can also be very effective here for taking off large amounts of health. When they're close to the ledge, you can just move back out of the range of their attacks, and use a jumping attack to hit them during their recovery. If you drop down from the ledge you won't be able to get directly back up, so you'll need to climb the ladder out of the well and make your way back around to the Fishing Hamlet lamp so that you can warp to the Lighthouse Hut again.

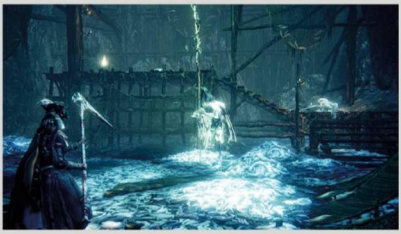
36 37 COMBAT FOCUS Lower Breeding Pit

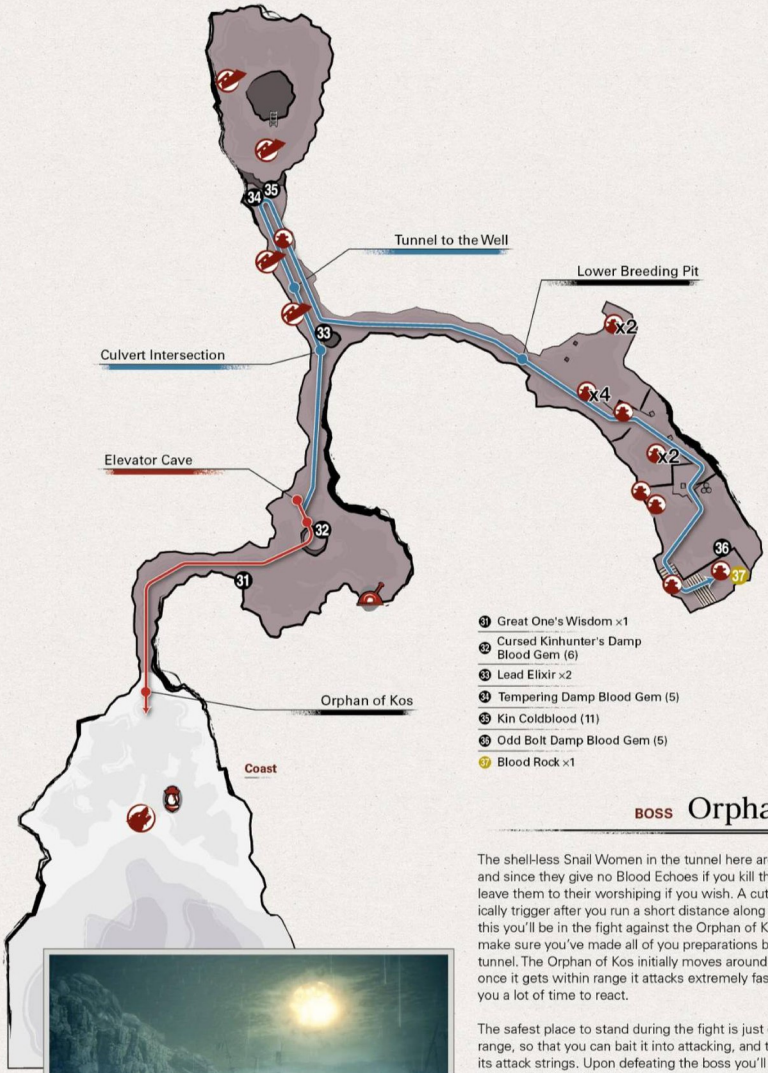


There are a large number of shell-less Snail Women near the entrance to this area, but if you approach it slowly you can lure them towards you either one at a time or in small manageable groups. If you need to create more space when fighting them, just retreat back down the tunnel. A Fishman (Staff) is also patrolling around the back of the first pit. As long as you don't rush in and pick off the Snail Women slowly, he'll usually have moved to a stationary position further in. Head to **Position A** as soon as you enter the first pit, because there are a few more Snail Women in an alcove there and it's best to kill them before going any further in.

The only things you should have to kill in the second section of the pit are a couple of Snail Women in their shells, near the wooden planks leading to the next section. Before killing them, however, go to **Position B** and you'll see a Fishman (Staff) standing on the other side of the wooden fence. You can attack and kill him through the fence before he can retaliate for an easy victory. Another Snail Woman will drop down near it so you can kill her safely from here too.

In the third section of the pit the patrolling Fishman (Staff) from earlier can be found at **Position C**, and two more shell-less Snail Women on the platform just behind it. If you're quick, you can run up and kill the Fishman before either of the Snail Women reaches you. This will allow you to then take both of them out normally afterwards. Now that the room is clear of threats, you can go up the stairs to the top of the platform and claim a highly coveted Blood Rock.





31 Great One's Wisdom ×1
32 Cursed Kinhunter's Damp Blood Gem (6)
33 Lead Elixir ×2
34 Tempering Damp Blood Gem (5)
35 Kin Coldblood (11)
36 Odd Bolt Damp Blood Gem (5)
37 Blood Rock ×1

BOSS Orphan of Kos

The shell-less Snail Women in the tunnel here are all non-hostile, and since they give no Blood Echoes if you kill them, you can just leave them to their worshiping if you wish. A cutscene will automatically trigger after you run a short distance along the beach. After this you'll be in the fight against the Orphan of Kos straight away, so make sure you've made all of you preparations before leaving the tunnel. The Orphan of Kos initially moves around quite slowly, but once it gets within range it attacks extremely fast and doesn't give you a lot of time to react.

The safest place to stand during the fight is just outside of its melee range, so that you can bait it into attacking, and then try to interrupt its attack strings. Upon defeating the boss you'll automatically receive the Kos Parasite, which becomes a very unique weapon if you equip it and the Milkweed Caryll Rune at the same time. The new Coast lamp will also appear just in front of the Great One's body, and if you look to where the Orphan first appeared you'll notice a mysterious shadowy figure; attack the figure to trigger the final cutscene and complete your journey through this nightmare. **[→▢ 02]**

Chapter 3

The Bestiary

The Old Hunters unleashes what are without a doubt the biggest, toughest beasts yet seen. You'll want to study these specimens carefully, and this is the place to come for that purpose. On the following pages you'll find invaluable data on their strengths and weaknesses, detailed strategies for clean kills and all of the rewards you might collect after landing the final blow.

About this Chapter

This chapter is filled with data and strategies for all of the enemies that are new in The Old Hunters. For the most part it should be very clear and easy to use, but there are few things that, once again, really are worth explaining. So we'll go over those here.

Categories & Groups

As in the original Bloodborne guide, we've presented the enemies in four categories: Regular, Strong, Hunter and Boss. We've chosen to designate enemies as Strong based on how much of a threat they can be. So a Brainsucker, for example, is small and can be killed in a couple of hits once you're familiar with it, but it's still a very serious threat due to its incapacitating magic and Insight-stealing grab. Some enemies are very similar to each other, such as the variants of the Old Hunters, and in these cases we've grouped them up to avoid repetition of their basic traits. Each variant still has its own data and strategy, though.

Item Drops

Generally, the items enemies drop are decided by a random per cent chance from that enemy's list of potential items. In this case we list all of the items and the exact chance of each one being selected.

Item Legend

Physical DEF	Fire DEF
Blunt DEF	Bolt DEF
Thrust DEF	Slow Poison RES
Blood DEF	Rapid Poison RES
Arcane DEF	Beast
	Kin

Enemy Data

This is the good stuff. The data you'll find here tells you, in raw numbers, exactly what each enemy is weak against. It also reveals what items they can drop, and the exact chances of them dropping each one, as well as how much HP they have and how many Blood Echoes they give when defeated. This data is provided separately for every area the enemy appears in.

About the Data

Due to the potentially ever-changing nature of online games, it's possible that Fromsoft will update the game and make balance changes. Such changes tend to only affect the data, and usually only in very small ways, because they often focus on making online multiplayer modes more fun; the strategies we provide here should still be just as useful after an update.

Bosses

Covering bosses requires some extra detail, so we've added sections for how to prepare for the battle and how to take advantage of the environment you'll face them in, as well as an overview of their behavior. The absolute most important strategies are distilled into a single Key Strategies box, so you can read this first if you just want some quick help.

Returning Enemies

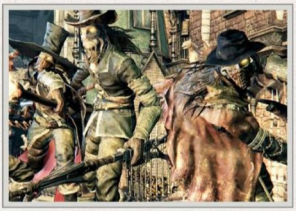
The new areas of The Old Hunters are also home to some old foes. These enemies, also found in Bloodborne's original areas, are covered in detail in the original Bloodborne Collector's Edition guide's Bestiary chapter. Of course the ones that appear in the new areas are more powerful, with increased health and defenses. On the page opposite we list all of these and provide their stats for each new area they appear in.

Returning Enemy Data

Basic Information			Item Drops												
Ashen Blood Beast Patient Hunter's Nightmare	1451	507	Random gem based on area ×1 [8%], Blood Vial ×2 [30%], Antidote ×2 [10%]	123	123	123	123	101	82	96	120	180	×	–
Beast Patient (Male) Hunter's Nightmare	552	203	Random gem based on area ×1 [4%], Blood Vial ×1 [8%]	110	110	110	110	90	68	82	120	270	×	–
Beast Patient (Male) | Weak Hunter's Nightmare	138	203	Random gem based on area ×1 [4%], Blood Vial ×1 [8%]	110	110	110	110	90	68	82	120	270	×	–
Bell Ringer Hunter's Nightmare	1036	710	None	90	90	90	90	52	93	99	250	300	–	–
Bell Ringer Research Hall	1147	2287	None	94	94	94	94	54	96	102	250	300	–	–
Bell Ringer Fishing Hamlet	1191	1042	None	99	99	99	99	57	102	108	250	300	–	–
Blood-starved Beast Hunter's Nightmare	5183	2366	Random gun type gem ×1 [100%]	137	137	137	137	220	75	220	999	180	×	–
Carrion Crow Hunter's Nightmare	483	220	Pebble ×1 [6%], Pebble ×2 [3%], Beast Blood Pellet ×1 [1%]	77	77	77	77	48	68	55	120	180	×	–
Carrion Crow Research Hall	535	653	Guidance ×1 [100%]	79	79	79	79	49	71	57	120	180	×	–
Church Servant (Cane) Hunter's Nightmare/Research Hall	2064	871	Blood Vial ×2 [21%], Blue Elixir ×1 [1%]	128	128	128	128	114	101	92	150	180	–	–
Eye Collector Hunter's Nightmare	760	304	Pebble ×6 [35%], Pebble ×3 [61%], Bloodshot Eyeball ×1 [4%]	96	96	96	96	220	96	220	200	180	–	–
Huntsman (Cleaver) Hunter's Nightmare	483	270	Blood Vial ×1 [8%]	96	96	96	96	92	89	103	120	180	–	–
Huntsman (Cutlass) Hunter's Nightmare	760	338	Blood Vial ×2 [32%]	99	99	99	99	92	89	103	120	180	–	–
Huntsman (Molotov) Hunter's Nightmare	483	331	Blood Vial ×1 [21%], Molotov Cocktail ×1 [10%]	96	96	96	96	92	89	103	120	180	–	–
Huntsman (Sickle) Hunter's Nightmare	483	338	Blood Vial ×1 [8%]	96	96	96	96	92	89	103	120	180	–	–
Huntsman (Torch & Axe) Hunter's Nightmare	760	355	Blood Vial ×1 [21%], Quicksilver Bullets ×2 [10%], Molotov Cocktail ×1 [5%]	96	96	96	96	92	89	103	120	180	–	–
Old Hunter's Hound Hunter's Nightmare	483	372	None	82	82	82	82	85	75	89	120	180	×	–
Wandering Nightmare Hunter's Nightmare	186	27	Bloodstone Chunk ×2 [100%]	825	701	825	412	220	220	220	10	90	–	–
Wandering Nightmare Research Hall	206	87	Bloodstone Chunk ×2 [100%]	855	726	855	427	228	228	228	10	90	–	–
Wandering Nightmare Fishing Hamlet	214	40	Bloodstone Chunk ×3 [100%]	900	765	900	450	240	240	240	10	90	–	–
Labyrinth Rat Research Hall	535	1198	Poison Knife ×2 [5%], Poison Knife ×1 [15%]	85	85	85	85	114	57	42	200	270	×	–
Wheelchair Huntsman (Gat.Gun) Research Hall	841	762	Quicksilver Bullets ×6 [76%], Antidote ×2 [12%], Sedatives ×1 [4%], Beast Blood Pellet ×1 [4%]	91	91	91	91	78	92	57	120	180	–	–
Wheelchair Huntsman (Pistol) Research Hall	841	980	Quicksilver Bullets ×4 [76%], Antidote ×2 [12%], Sedatives ×1 [4%], Beast Blood Pellet ×1 [4%]	91	91	91	91	78	92	57	120	180	–	–
Wheelchair Huntsman (Rosm.) Research Hall	841	762	Quicksilver Bullets ×4 [67%], Antidote ×2 [15%], Sedatives ×1 [6%], Beast Blood Pellet ×1 [6%]	91	91	91	91	78	92	57	120	180	–	–
Winter Lantern Fishing Hamlet	1429	4514	Random gem based on dungeon ×1 [33%], Quicksilver Bullets ×3 [62%], Pebble ×10 [5%]	105	105	105	105	105	105	105	70	450	–	–

Regular Enemies

Old Hunters



These fallen hunters are one of the standard enemy types in the early areas of the Hunter's Nightmare. They use a variety of weapons including the Beast Cutter, Boom Hammer, Beasthunter Saif and Piercing Rifle, with each type utilizing a different fighting style from the others. These lost souls are perpetually engaged in an endless hunt and, together with their hounds and the basic Huntsmen, represent one of two opposing team types in the nightmare; the other team consists of the Beast Patients and Nightmare Executioners, and you will periodically encounter both sides already engaged in battle with each other when you enter areas in which they are present in close proximity. You can use this to your advantage and attack one side while they are distracted with the other, or in certain cases lead a group of Old Hunters toward a Nightmare Executioner and let them attack one another (such as at the entrance to the Nightmare Grand Cathedral)... after all, the enemy of an enemy is a friend.

Old Hunter (Beast Cutter & Hunter Blunderbuss)

Old Hunters wielding Beast Cutters are the first of this enemy type to be encountered in the Hunter's Nightmare. These powerful opponents will alternate between the weapon's normal and transformed modes, using quick slashes at close range and slower whip attacks at a distance, though they will primarily stick to the transformed state. Their whip swings have wide arcs and considerable delays that can be difficult to anticipate, and they will intersperse their melee attacks with shotgun blasts which can cause flinching if they connect. They will also frequently quickstep backward to dodge attacks and establish enough distance to use their whips effectively. While their high health and attack power make them especially dangerous to players accessing the Hunter's Nightmare early in the game, they represent a real threat even to full-fledged hunters and should always be approached with caution. Be especially careful of the one with red eyes as this version is considerably stronger.

Strategy

The simplest way to deal with these opponents is to stand just outside their melee range, wait for them to initiate one of their slow whip attacks, interrupt it and quickstep forward to perform a visceral attack. It is important to take the delay of their whip swings into consideration when using this strategy, as well as to be prepared for a blunderbuss shot; the incoming blast can be identified by the sound of the gun cocking just before firing and should be dodged by quickstepping forward through it. Charged attacks from heavy weapons such as the transformed Kirkhammer will flatten these hunters, but they will usually back away before the attack finishes charging and are difficult to stagger from behind as a result. The safest opportunities to strike them with melee attacks occur while standing behind them after quickstepping forward through their whip swings; their recovery period leaves enough time for two to three hits before they attack again, depending upon the weapon used. In certain locations they can be ambushed with near-impunity while their attention is focused on the resident Beast Patients.

Basic Information			Item Drops											
Hunter's Nightmare	1727	842	Random gem based on area ×1 [16%], Blood Vial ×3 [20%]	148	148	148	148	96	96	96	200	180	–	–
Hunter's Nightmare | Red Eyes	3331	1126	Vermin ×1 [100%]	148	148	148	148	96	96	96	200	180		

Old Hunter (Beasthunter Saif)

The fastest and most agile of the Old Hunters. These foes alternate between both forms of the Beasthunter Saif, using wide swings in sword mode and rapid combo attacks in cleaver mode, though they tend to favor the cleaver. Although they do not carry firearms, their cleaver attacks have considerable forward momentum and allow them to strike quickly from outside their obvious melee range. They are quite a bit more aggressive than the variant armed with Piercing Rifles, and will frequently use evasive quicksteps and offensive lunges. They can foil attempts to quickstep past them with a backstepping horizontal transformation attack and will occasionally use a slow, heavy overhead slash to bait players into attacking preemptively. A saif-wielding Old Hunter with red eyes can be encountered on a ledge just before the Bloody Plaza this enemy has more health and higher attack power than the standard version, but otherwise behaves the same way.

Strategy

Attempting to bait interrupts from outside their melee range is somewhat riskier than with other Old Hunters due to the speed and long reach of this variant's lunging cleaver attacks, but is still an effective strategy in open areas with plenty of room to maneuver. The best opportunities to strike them with melee attacks are after quickstepping forward past them, though beware that their recovery speed is slightly faster than the Old Hunters armed with heavier weapons and it may be necessary to quickstep away early to avoid a counterattack. Charged attacks from heavier weapons such as the transformed Kirkhammer will instantly flatten these enemies but they will often quickstep away before the attack has time to activate, making it difficult to stagger them from behind. These Old Hunters can be picked off from relative safety while they are distracted by the Beast Patients found in certain areas of the nightmare.

Basic Information

			Item Drops											
Hunter's Nightmare	1520	771	Random gem based on area ×1 [16%], Blood Vial ×3 [20%]	148	148	148	148	96	96	96	200	180	–	–
Hunter's Nightmare | Red Eyes	3109	994	Vermin ×1 [100%]	148	148	148	148	96	96	96	200	180		

Old Hunter (Beasthunter Saif & Piercing Rifle)

A much less aggressive variant of the Old Hunters armed with the Beasthunter Saif. This version acts as a sniper and will not move from its initial position until forced to defend itself, at which point it will switch to slow and infrequent individual attacks with the saif's sword mode. These enemies will occasionally perform a short combo consisting of a couple of sword slashes ending with a gunshot, but are otherwise quite passive. They have relatively low health and will rarely attempt to evade attacks or reposition themselves, making them easy targets at close range.

Strategy

Close the distance to these enemies using the environment for cover or quicksteps to avoid their rifle shots, then simply mow them down with R1 combos. Attempting to interrupt their attacks or stagger them is generally a waste of time and bullets; standard melee combos and charged R2 swings are much more efficient thanks to their low health and lack of any truly dangerous close-range attacks. They will also fall relatively quickly to attacks by the Beast Patients found in certain areas of the nightmare, and can alternatively be ambushed while their attention is diverted toward the opposing team.

Basic Information

			Item Drops											
Hunter's Nightmare	829	811	None	148	148	148	148	96	96	96	200	180	—	—

Old Hunter (Boom Hammer & Torch)

The toughest of the Old Hunters. These formidable opponents have enormous amounts of health and attack with slow, powerful swings and quicker torch jabs. Many of their attacks inflict an extremely heavy knockdown effect that sends players flying, and they will frequently power up their next single strike even further by igniting their Boom Hammers' furnaces. Their overhead attacks have long delays and fairly strong tracking, and they will occasionally perform jumping overhead slams which carry them forward a short distance. While most of their combo attacks are slow and consist of no more than three hits, they can also alternate hammer strikes with faster torch jabs. Their delayed horizontal and vertical swings are relatively easy to interrupt, however, and their jump attacks and overhead slams have long recovery periods that leave them open to counterattack. They aren't especially good at dodging and are considerably more vulnerable to charged R2 strikes than most of the other Old Hunters, but will still occasionally attempt to avoid attacks by repositioning themselves. A subtype of this enemy with red eyes can be found on the rooftops near the plaza; it has higher attack power but is otherwise identical to the others.

Strategy

Stay just outside the reach of their jump attacks and bait them into using one of their slow swings, then interrupt them. Alternately, quickstep forward past them through one of their swings and perform an R1 combo or knock them down with a charged attack from a heavy weapon like the Kirkhammer while they recover. A single hit from the Fists of Gratia will cause them to stumble and knock them out of their attacks, and a single hit from the Beast Roar will send them flying as long as it connects mid-swing (otherwise, two hits are required during their idle stance in order to knock them down). As they are part of the opposing team type to the Beast Patients and Nightmare Executioners, it is possible to take advantage of their distraction with other targets and ambush them while their backs are turned.

Basic Information

			Item Drops											
Hunter's Nightmare	1865	913	Random gem based on area ×1 [16%], Blood Vial ×4 [20%]	148	148	148	148	96	96	96	200	180	–	–
Hunter's Nightmare | Red Eyes	3559	1237	Vermin ×1 [100%]	148	148	148	148	96	96	96	200	180		

Clocktower Patients

These unfortunate victims of the Healing Church's shady experiments comprise the largest and most diverse enemy group in the expansion areas. Each variant uses a different set of attacks from the others and many of them incorporate gimmicks unique to their own subtype; most are susceptible to interrupts and staggers, but the Crawling version is immune. Additionally, although very few opportunities for exploiting this mechanic exist, the Clocktower Patients are handled as an opposing team type to the Wheelchair Huntsmen found in certain locations throughout the Research Hall; notably, a Wheelchair Huntsman armed with a Gatling gun is positioned on an inaccessible ledge overlooking a staircase and will mow down a group of patients attempting to climb the stairs as you approach. Fortunately, with the exception of the patients armed with transfusion stands detailed in the Strong Enemies section of this chapter, members of this enemy group generally have low health and will fall to a few R1 attacks; the main danger they pose is their tendency to attack in large groups with swift combos, so keep an ear out for their telltale screams and proceed with caution if you suspect an ambush.

Clocktower Patient (Fists)

The most common enemy type in the Research Hall. These patients attack with swift headbutts and flailing arm combos which can inflict large amounts of damage if multiple hits connect. They fall relatively quickly to melee attacks but can be extremely dangerous in groups, and are indeed frequently encountered tightly clustered in dark rooms or narrow pathways which offer little space to maneuver. Many of their basic attacks carry them forward a short distance and can thwart attempts to dodge backward. They detect by sound and will be immediately alerted if they hear the noises of objects shifting in the environment from player movements or attacks, such as glass shattering or lab equipment being knocked over.

Strategy

When fighting only one, quickstep forward past them as they attack and cut them down with a quick R1 combo from behind. If faced with a group, lure them one at a time with gunshots or thrown weapons from a safe distance and deal with them individually. Interrupting their attacks is possible but impractical due to the large numbers in which they are usually encountered and their relatively low health. Frontal charged attacks from weapons with long reach such as the Rifle Spear are especially effective for eliminating them at a safe distance, and the super armor granted during charged attacks in general can be helpful for dealing with groups in an emergency. One hit from the Beast Roar will send them flying and can be used in some locations to knock them off of open stairways or balconies to their deaths.

Basic Information

			Item Drops											
Research Hall	688	1089	Blood Vial ×1 [8%]	99	99	99	99	108	89	89	120	180	—	—

Clocktower Patient (Acid Bottles)

These Clocktower Patients primarily attack from a distance with bottles of corrosive acid in much the same way as Huntsmen that throw Molotov Cocktails. They move very little even when forced into melee combat, but are considerably less passive than their bare handed counterparts and will immediately begin using arm swipes when approached. These attacks are slow and easily avoided, however, making this enemy type much less dangerous at close range. While some have a bit more health than others, they are weak enemies overall and are easy prey to a few R1 swings or ranged attacks.

Strategy

Quickstep forward past their projectiles and strike them with an R1 combo. Their recovery from the throwing animation leaves enough time that a strong weapon can finish them before they have an opportunity to counterattack, diminishing the need to quickstep past them and attack from behind. As with most of the other Clocktower Patients, interrupting their attacks is largely a waste of bullets as a few hits with a melee weapon will finish the job just as quickly. They can be eliminated at range using Molotov Cocktails, Throwing Knives or gunshots, especially those from firearms augmented with Bone Marrow Ash.

Basic Information

			Item Drops											
Research Hall	458	1198	Blood Vial ×1 [8%]	99	99	99	99	108	89	89	120	180	—	—

Clocktower Patient (Infected Hand)

One of the least common Clocktower Patient types, almost exclusively found hiding around corners in darkened rooms lying in wait to spring an ambush. Such situations typically involve the patient performing a grab attack from the side which will inflict slow poison if it connects; afterward they will perform slow whip-like swings with the sagging flesh of their infected arms and will continue attempting to use the grab. The danger they pose is almost solely dependent upon the element of surprise, without which they are extremely weak enemies with low health and will die in one or two hits from most weapons.

Strategy

Knowing where they are ahead of time is the key to avoiding their ambushes. For their exact locations, please refer to the Hunting Grounds chapter. While their grab is quite easy to interrupt, doing so is a waste of bullets; simply quickstep forward past the grab or their whip attacks and strike them a couple of times during their recovery. A couple of Throwing Knives or a few shots from most firearms at higher upgrade levels will do them in from a distance, but are once again a less efficient alternative to melee attacks.

Basic Information			Item Drops												
Research Hall	382	1307	Random Murky Blood Gem ×1 [8%], Quicksilver Bullets ×8 [92%]	99	99	99	99	108	89	89	120	180	—	—

Clocktower Patient (Crawling)

These slow-moving Clocktower Patients are generally very weak and vulnerable, though they can be troublesome in groups and are capable of attacking from a short distance with their tentacles. They will crawl aimlessly about until they detect a player, at which point they will inchworm closer and attack with short-range headbutts. Their melee attacks do have some forward momentum, however, and can inflict considerable damage despite being relatively easy to avoid.

Strategy

Their tentacle attacks are preceded by a very obvious scream during which they will rear up off the ground, providing ample time to quickstep backward and out of range. Firearms or thrown weapons can be used to pick them off at a distance if desired, but are inefficient owing to the enemy's slow movement and general vulnerability. Jump attacks with larger weapons such as the Kirkhammer, Whirligig Saw or Ludwig's Holy Blade can be used to strike them from outside their reach before they have an opportunity to initiate an attack, and quickstepping forward past them or to their sides provides plenty of time to cut them down before they can respond. Avoid standing behind them at pointblank range for too long, however – they can perform a relatively quick sideways headbutt which will reach this blind spot.

Basic Information			Item Drops												
Research Hall	688	1198	Quicksilver Bullets ×2 [4%], Quicksilver Bullets ×1 [4%]	99	99	99	99	116	89	89	120	180	—	—

Clocktower Patient (Leaping)

One of the least common variants of the Clocktower Patient, found only in a couple of locations throughout the Research Hall. These enemies crawl rapidly on all fours in an almost spiderlike motion and strike with far greater speed than most of the other types, using rapid leaping attacks, flailing lunges, headbutts and short-range arm swipes. They have considerably more health than the other patients and can inflict heavy damage, but can be knocked over by gunshots in the same way as the dog-type enemies found in other areas. They are also susceptible to visceral attacks, though the timing required to interrupt them is extremely precise and their movements so unpredictable that attempting to do so is a difficult proposition.

Strategy

Shoot them to knock them down, then close in and strike with R1 combos as they recover. If the first combo doesn't finish them, shoot them again before they can attack and perform another. Interrupts against this enemy type are more likely to occur by accident than by design, but by all means capitalize on such opportunities should one arise. All of these enemies' attacks can be avoided simply by quickstepping forward past them, at which point a timely gunshot during their recovery will render them helpless long enough to close in and finish them off.

Basic Information			Item Drops												
Research Hall	1299	1525	Random gem based on area ×1 [12%], Blood Vial ×2 [88%]	142	142	142	142	108	89	89	200	270	—	—

Clocktower Patient (Headless)

Clocktower Patients with their heads missing entirely. They have no means of detecting players other than by direct contact and will roam aimlessly about until struck, at which point they will take a swing in the general direction of the attack and immediately return to wandering around. These enemies are effectively harmless and can be completely ignored without fear of reprisal, though they might be better served by a merciful coup de grâce.

Strategy

As these enemies will completely ignore player characters unless attacked first, they can be slaughtered with impunity using any desired means. Their feeble counterattacks can be interrupted and they can be staggered from behind with charged attacks, but a simple R1 combo is more than enough to put them out of their misery.

Basic Information			Item Drops											
Research Hall	688	653	Blood Vial ×1 [8%]	99	99	99	99	108	89	89	120	180	—	—

Clocktower Patient (Head)

These large, shapeless blobs are actually a type of Clocktower Patient in the final stages of deformity and are found only in the Research Hall patient room containing the Bloated Head. One will drop from the ceiling just inside the door and perform a grab attack; the others will not turn hostile until after the Bloated Head has been picked up and will thereafter attack with omnidirectional tentacle swings and by spraying streams of blood. Their attacks cause Frenzy buildup, which can be extremely dangerous if several hits connect in rapid succession; however, they are almost immobile and suffer from long recovery periods between attacks.

Strategy

Thrown weapons such as Molotov Cocktails are effective for eliminating them from a safe distance, as are jump attacks timed to land during the recovery period after these enemies withdraw their tentacles. Thrust attacks from long weapons such as the Rifle Spear and the Holy Moonlight Sword are effective as well, and normal R1 combos can be used as long as they are timed during the enemy's recovery. Beware, however, that several of these opponents appear in very close proximity to one another and the timing of their attacks may overlap, making it dangerous to strike them up close until their numbers have been thinned out. Tools such as the Tiny Tonitrus and the Executioner's Gloves are also effective for eliminating these patients from a safe distance, though we advise resisting the temptation to use A Call Beyond while standing in their midst.

Basic Information			Item Drops											
Research Hall	688	1307	Madman's Knowledge ×1 [2%], Frenzied Coldblood (8) ×1 [2%], Blue Elixir ×1 [2%]	320	406	85	213	125	92	85	120	180	—	—

Fishmen

Fishmen are the most common enemy type encountered in the Fishing Hamlet. While they use a variety of different makeshift weapons, most behave in more or less the same way – their movements and attacks are slow, but they are protected by super armor during their evasive steps and sometimes make deliberate efforts to attack in groups. Each subtype is equipped to support the others in battle and in certain cases they will work together to spring elaborate ambushes; these typically consist of a firebomb-throwing Fishman who will detonate a cluster of explosive-packed fishing buoys as you approach, followed immediately thereafter with a charge by a group of Fishmen, Fish Dogs and Giant Fishmen with melee weapons. While they can be quite dangerous in groups, these enemies are individually quite weak and pose relatively little threat as long as you take care to pick them off one by one. When entering a new area, survey the space ahead of you carefully to determine potential hiding places and traps; if you spot even a single Fishman closing in on you, retreat to a section you've already cleared and lure the target toward you by itself rather than advancing into the open where you'll likely be set upon by several more.

Fishman (Melee Harpoon)

One of several basic enemy types encountered in the Fishing Hamlet. This variant wields a harpoon and will initially close in with a running thrust attack, then switch to slow jabs and slashes. They will also frequently perform a long windup followed by a short-range attack in which they drive their harpoons into the ground in front of them, leaving themselves vulnerable. Although protected by super armor during their evasive steps, these enemies are vulnerable to stunlocks from faster weapons such as the Kirkhammer's longsword or the Tonitrus during their idle stance and attack animations. They move and strike very slowly, providing many opportunities for interrupts.

Strategy

Quickstep forward past them when they strike and hit them with an R1 combo while they recover. Alternately, stay just outside their reach and wait for them to take a swing, then interrupt them and follow up with a visceral attack. Their downward stab provides a particularly good opportunity for interrupts and is so slow that it even leaves enough time to quickstep behind them and stagger them with a charged attack. R1 combos are most effective due to this foe's susceptibility to stunlocks, and arcane weapons such as the Holy Moonlight Sword will deal particularly heavy damage to them.

Basic Information			Item Drops											
Fishing Hamlet	714	496	Blood Vial ×2 [32%]	120	120	120	120	105	115	240	200	180	—	—

Fishman (Ranged Harpoon)

This variant of the harpoon-wielding fishmen can be distinguished by the quiver of harpoons on its back. It will throw these in a straight line at long range and switch to excruciatingly slow melee attacks up close, usually only one swing at a time. The windup on its throw is very obvious even from a distance and leaves plenty of time to evade or take cover behind an object. These enemies share the same weaknesses as the melee-oriented harpooners: susceptibility to stunlocks, poor tracking, low arcane defense and an unusually passive temperament.

Strategy

Approach them using quicksteps to evade their ranged attacks and mow them down with combos before they have an opportunity to respond. Interrupting their melee attacks is pointless as a simple R1 chain will do the job just as efficiently; a single charged attack from a heavier weapon like the transformed Hunter Axe or Kirkhammer will usually finish them as well. Attempting to trade ranged attacks with them is not recommended due to both the unnecessary expenditure of resources on a relatively weak enemy and the risk of being hit by a harpoon.

Basic Information

			Item Drops											
Fishing Hamlet	635	516	Oil Urn ×2 [28%]	120	120	120	120	105	115	240	200	180	—	—

Fishman (Twin Rakes)

A speed-oriented variant of the basic enemies in the Fishing Hamlet. These Fishmen move much more quickly and attack more aggressively than the harpooners, making far better use of their dodges and pressing their advantage with rapid combos of up to five consecutive hits. They also use a few individual lunge attacks and slashes which carry them forward some distance, enabling them to punish attempts to quickstep away from them. They will keep their distance while strafing sideways and suddenly dart in to perform a quick strike, but these feints have no directional tracking after the attacks begin and are easily foiled by a timely forward quickstep.

Strategy

Their five-hit combo offers a series of prime opportunities to interrupt them, though this should not be attempted at extremely close range as the attacks carry them forward a short distance. Quickstepping forward past them will cause nearly all of their attacks to miss and position them for a counterattack from behind during their recovery; ordinary R1 chains are best-suited to this purpose due to the enemy's relatively low health and susceptibility to stunlocks, though a single charged attack from a strong weapon at this point will usually finish them as well. Take advantage of their weakness to arcane damage if possible; otherwise simply cut them down with melee combos as they recover from their attacks.

Basic Information

			Item Drops											
Fishing Hamlet	714	496	Blood Vial ×2 [32%]	120	120	120	120	105	115	240	200	180	—	—

Fishman (Rake & Awl)

Although these enemies are capable of relatively swift combo attacks at close range, their primary weapons are small bombs similar in effect to Molotov Cocktails which they will lob in arcing trajectories from a distance. This variant appears in only a few places throughout the hamlet, generally perched in spots which afford them greater throwing range and are not immediately accessible with melee attacks. In such situations they will typically target not the player but a cluster of explosive urns in the player's vicinity, dealing far more damage with the ensuing blast than their individual bombs inflict. They aren't terribly dangerous up close, though their three-hit combo strikes deceptively quickly compared to their otherwise lethargic movements. As with other members of their species, they are susceptible to arcane damage and stunlock from melee combos.

Strategy

Quickstep forward through their projectiles and close the distance, then eliminate them with R1 combos. Don't bother interrupting their attacks unless a particularly convenient opportunity presents itself; they fall quickly enough to ordinary R1 chains and can usually be ambushed from behind before being alerted. Pay particular attention to the environment and be wary of the presence of explosive urns, which usually indicate a fiery ambush by one of these devious Fishmen. The urns can either be detonated preemptively by striking them with Molotov Cocktails from a safe distance or simply left alone until the bombardier has been dealt with; however, attempts to destroy them with melee attacks will usually result in the Fishmen detonating them first and are therefore strongly discouraged.

Basic Information

			Item Drops											
Fishing Hamlet	635	516	Oil Urn ×2 [28%]	120	120	120	120	105	115	240	200	180	—	—

Fishman (Cleaver)

This uncommon variant of the Fishing Hamlet's basic enemy type uses heavy cleaver attacks and a fairly swift running grab. They can perform combos of up to four hits but will usually use slower individual swings or their grab outside of extremely close range. Though predictable and easy to interrupt, their attacks hit hard and have a significant knockback effect. Like other enemies of this family, they are weak against arcane damage and stunlocks in addition to suffering from low mobility.

Strategy

Interrupts are more worthwhile against these enemies than most of the other Fishmen due to their higher HP, so stay just outside their melee range and bait one of their individual swings or combos. Do not attempt to interrupt their grab; although possible, doing so is extremely risky as their erratic movements during this attack will frequently cause bullets to miss and can result in the grab connecting even if the shot is correctly timed. Quickstepping past them through one of their melee attacks and stunlocking them with an R1 chain is still a viable strategy as well, though they tend to be encountered in enclosed spaces where room to maneuver is limited.

Basic Information

			Item Drops											
Fishing Hamlet	1032	546	Random gem based on area ×1 [8%], Blood Vial ×1 [8%]	120	120	120	120	105	115	240	200	180	—	—

Fishman Mage (Curse)

By far the weakest enemy in the Fishing Hamlet but also one of the most dangerous, these fishmen sit cross-legged on the ground and continuously launch large volleys of homing skulls which inflict arcane damage and have extremely strong tracking. A single attack of any kind will kill them and in fact they should be top-priority targets owing to the tremendous threat they pose at range, but they are usually surrounded by other enemies which must be dealt with before they can be reached with melee attacks.

Strategy

Before taking any offensive action against these foes, survey their vicinity for other enemies and determine the locations of any other potential threats. Find an object or terrain feature that can be used as cover and be prepared to retreat behind it to avoid an incoming cloud of skulls. Use the Monocular to aim a thrown weapon such as a Molotov Cocktail or Throwing Knife at the Fishman from behind cover before its next attack; it will generally be necessary to point the crosshairs well above the target itself in order to compensate for the projectile's arc, but in this way it is possible to eliminate these dangerous foes with relatively little risk. If most or all of the surrounding enemies have been eliminated, dash straight toward the target between volleys and strike with a single R1 attack or a gunshot as soon as it is within range. There is a small zone in this enemy's immediate vicinity where the skulls cannot reach, affording a narrow margin of safety from which to eliminate it.

Basic Information

			Item Drops											
Fishing Hamlet	7	0	None	97	97	97	97	142	124	435	200	180	—	—

Fishman Mage (Staff)

Immediately recognizable by their long staves, these Fishmen use only two attacks: a targeted lightning bolt that strikes the player's current location from a distance and a larger AoE thunder burst centered at their feet, which they will cast at close range. They move quite slowly and are all but defenseless in melee combat, but should nonetheless be treated as priority targets due to their ability to deal heavy damage from far away. Although it is possible to stagger them from behind, a single charged attack from most weapons will usually just kill them outright.

Strategy

A roll or quickstep in any direction will avoid their targeted thunderbolts, while a backward quickstep is generally enough to escape their AoE. Close the distance and cut them down as quickly as possible if there is a direct path to their location; if not, use the Monocular to manually target them with thrown weapons such as Molotov Cocktails. They are susceptible to poison, making Poison Knives equally effective for this purpose; either way, make every effort to eliminate these dangerous enemies from afar if they are not immediately accessible on foot. As their close-range area-of-effect attack is slow and easy to avoid, they can be dispatched with relative impunity using melee weapons.

Basic Information

			Item Drops											
Fishing Hamlet	635	1488	Random Bolt Gem ×1 [20%], Quicksilver Bullets ×5 [80%]	97	97	97	97	142	124	435	200	180	—	—

Fish Dog

All but unrecognizable as anything canine at first glance, these bizarre creatures betray their true nature as soon as they begin their attack. They behave in exactly the same way as the more familiar dog-type enemies in other areas, with the exception of one attack unique to the Fishing Hamlet variant: an AoE scream which inflicts no damage but causes stumbling. Gunshots will still knock them down and leave them completely helpless, at which point one or two normal attacks will usually finish them.

Strategy

Handle them in the same way as any other dog-type foes: knock them down with a gunshot and follow up with either a jump attack, a few more gunshots or a forward quickstep and a couple of R1 swings. Their scream attack presents little if any danger unless other enemies are present, but even then its effect is so short-lived that it will rarely prove decisive. Still, these enemies should be lured away from groups and eliminated individually as their speed and evasive abilities make them somewhat more dangerous than their masters.

Basic Information

			Item Drops											
Fishing Hamlet	635	516	None	90	90	90	90	93	60	172	120	180	—	—

Snail Women

These odd enemies are found only in and around the subterranean aquaculture farms beyond the lighthouse in the Fishing Hamlet; the subtype living in large spiral shells are immobile and can be picked off with almost complete impunity, but those without shells are considerably more mobile and can become troublesome in groups. Both variants have very low HP and defense, but you'll usually have to deal with them in large numbers due to the tight quarters in which you'll encounter them. In certain spots they can be found hanging from rafters and will drop down to attack as you pass by, so keep your eyes not only on the path ahead of you, but the space above you as well.

Snail Woman (Bare)

Though their unnatural movements and hideous screams may seem intimidating at first, these slug-like creatures are actually only capable of performing a single mid-range jump attack and have no means of striking close proximities at all. They will constantly attempt to position themselves at the distance required for this attack to connect, but can only back away helplessly if prevented from doing so. They move relatively quickly and can become problematic in numbers or if given enough room to use their jump attack, but fall very quickly to a paltry few R1 swings and are easy pickings when encountered alone.

Strategy

Use quicksteps to close in and attack them at pointblank range with R1 combos – they will be completely unable to retaliate and can be eliminated in this manner with utter impunity. A few shots from an upgraded firearm such as the Repeating Pistol or Piercing Rifle will do them in from a safe distance, as will a few Throwing Knives; Molotov Cocktails can be helpful for dealing with groups. Their jump attack can be avoided by quickstepping either sideways or forward past them as they execute it, at which point they can be swiftly eliminated with melee attacks.

Basic Information

			Item Drops											
Fishing Hamlet	635	486	Random Fool Blood Gem ×1 [8%], Quicksilver Bullets ×2 [8%]	90	90	54	90	240	105	1498	200	180	—	—

Snail Woman (Shell)

Some of the giant snail shells scattered throughout the underground farms in the Fishing Hamlet are inhabited by the slug-like creatures found in the same area. This variant is nearly immobile owing to the weight of their shells; they will attack with flaccid horizontal arm swipes at close range and will also occasionally rear up off the ground to perform a grab. The damage they incur will be drastically reduced if an attack strikes their shells; the full amount will only be dealt by direct hits to the white slug body.

Strategy

Thrust attacks are the easiest way to target these enemies' weak point, but most weapons have at least one move which can be used for this purpose and if all else fails, jump attacks will suffice in a pinch. Stay just outside the target's melee range until after it finishes swinging, then move in and strike from the front. Both the arm swipes and the grab attack can be avoided with a sideways or backward quickstep, at which point a chain of well-placed R1 swings will settle matters once and for all.

Basic Information

			Item Drops											
Fishing Hamlet	635	486	Random Poorman Blood Gem ×1 [8%], Quicksilver Bullets ×2 [8%], Oil Urn ×1 [4%]	90	90	54	90	240	105	1498	200	180	—	—

Strong Enemies

Nightmare Executioners

Enormous, powerful enemies found in the Hunter's Nightmare. While they have some similarities with the Executioners encountered in and around Yharnam, they have a large arsenal of new tricks up their tattered sleeves and should be handled quite differently. Nightmare Executioners armed with axes have incredibly long reach and their attacks tend to carry them forward considerable distances, making it dangerous to take them on from the front; they are also good at punishing attempts to quickstep past them with wide horizontal swings. While only one of these enemies in a single location carries the Church Cannon, he is positioned at a bottleneck at the end of a large, open area with no obstructions for you to use as cover from his explosive cannonballs; he'll fire both long- and short-range shots and will also use his cannon as a melee weapon. Both of these subtypes have tremendous amounts of health and wearing them down can be difficult, but both are susceptible to normal interrupts and staggers.

3

Nightmare Executioner (Axe)

Axe-wielding Nightmare Executioners alternate between horizontal and vertical melee swings of varying speeds and can perform combos of up to five consecutive hits, many of which have wide arcs and reach directly behind them; they will also perform an extremely swift forward shove attack with their axes at pointblank range and can repeat this move almost immediately, making it extremely dangerous to stand near to them for any length of time. At close to mid range they'll use a jumping vertical chop which comes out very quickly and covers a great deal of ground; often they will deliberately time this attack to punish the use of consumable items such as Blood Vials. At mid range they favor a running attack consisting of several steps forward followed by a counterclockwise horizontal chop; this move has a wide arc and very long reach, and the extended delay before the swing can give misleading indications of when to dodge it. They will use both of these attacks to close the distance between themselves and their targets, making it difficult to escape their surprisingly rapid advance. They will sometimes perform a short-range grab attack, rearing their heads back shortly before jabbing the ground in front of them with their tentacles. The startup animation for this attack is easily identified and leaves enough time to back out of range before it activates, providing a prime opportunity for an interrupt. Their most dangerous technique, however, is the Cosmic Explosion – a massive spherical area attack centered on their axe, which inflicts arcane damage and adds smaller bursts of arcane energy to all of their subsequent attacks. Nightmare Executioners are aggressive towards other enemies of the Nightmare, and will engage them in combat if their paths happen to cross.

The Cosmic Explosion strikes an extremely large spherical area centered on the axe...

...but also has a long recovery period and leaves time for you to move behind them and perform a chain of visceral attacks.

Strategy

The safest way to fight these enemies is from a distance. Stay outside the range of their melee combos and bait their jumping cleave or running slash, then either interrupt these attacks or quickstep past them and swing one or two times during their recovery. They recover fairly quickly and will counterattack straight away, so be prepared to back off immediately after striking; additionally, pay close attention to their attacks and try to quickstep through each swing in the opposite direction if you're unable to move out of range in time. When their health drops below 67% they will use Cosmic Explosion; this attack has a lingering hitbox, so dodging through it with invincibility frames is not possible. They will take halved damage while charging the buff and it cannot be interrupted, but they can be knocked out of it with a Cannon shot, two hits from the Fists of Gratia, a single use of the Beast Roar or any other attack that breaks their super armor. If knocked out of the buff, they will not attempt to use it again. Immediately after the initial explosion, there is enough time to quickstep behind them and stagger them with a charged R2 swing. Their recovery period after the ensuing visceral attack leaves enough time for them to be staggered again; in this manner it is possible to trap then in a chain of visceral attacks and prevent them from taking further actions.

Nightmare Executioners are susceptible to slow poison, though poisoning them is an inefficient strategy for players with more advanced equipment and is generally only useful to those tackling the Hunter's Nightmare very early in the game. They can also be lured into the vicinity of the Old Hunters and Old Hunters' Hounds prowling the surrounding areas, which will result in the two sides attacking one another and can be useful for weakening these powerful opponents before engaging them directly.

Basic Information			Item Drops												
Hunter's Nightmare	3455	2366	Blood Vial ×6 [24%]	268	165	268	206	220	137	82	300	999	—	—

Key Attacks

Name	Interrupt	Notes
Jump Attack	Yes	Quickstep sideways or forward past it.
Axe Shove	Yes	Quickstep backward or avoid standing in front of them at pointblank range.
Running Slash	Yes	Interrupt it or quickstep clockwise through it late in the animation.
Tentacle Grab	Yes	Strafe backward out of range during the windup and interrupt it just as they strike.
Cosmic Explosion	No	Used only once when their HP drops below 67%. Break their super armor to knock them out of it or immediately quickstep away several times when they begin using it.

Nightmare Executioner (Church Cannon)

These Nightmare Executioners are much less aggressive than their axe-wielding counterparts, but their ability to strike distant targets with heavy munitions still poses a considerable threat. At long range they will level their Church Cannons directly at their mark and launch explosive cannonballs that create large fire-elemental explosions wherever they land; at short to mid range they will fire at the ground in front of them to create a forward area attack. The splash damage generated by each detonation is cumulative with a direct hit from the projectile in much the same way as the player-obtainable version of this weapon, meaning that being caught on the edge of a blast is far less lethal than taking a explosive cannonballs straight to the face. These enemies use the same tentacle grab attack as the axe type, but do not use the axe variant's Cosmic Explosion and therefore cannot augment their attacks with the same dangerous effects. The cannoneers will, however, use their artillery as makeshift melee weapons at close range, performing slow individual swings and combos of up to three hits. Their super armor can be easily broken using the Fists of Gratia, the Beast Roar or Cannon shots, but doing so is much less vital than with the axe type due to this version's more passive fighting style and simpler attack patterns.

Quickstep forward through their long-range shots...

...and interrupt their slow, predictable melee attacks.

Strategy

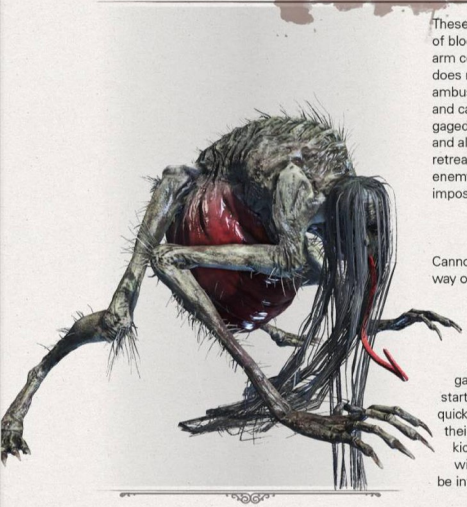
Quickstep forward through their cannon shots and bring them into melee range, then either bait and interrupt their attacks or quickstep forward through the swings and strike from behind. Set them up by moving in close to trigger their three-hit combo and immediately quickstepping backward out of reach when they initiate it – the first attack will miss and leave them open to being interrupted when they begin the second or third. Another good opportunity to interrupt these opponents is when they perform their grab attack, and they are slow enough that a well-calculated charged strike can stagger them from behind. When they level their cannons straight at you, quickstep forward through the shot and move in close; when they aim downward at the ground, quickstep backward twice if positioned at mid range or forward twice past them to avoid the blast. Note that they will use their ground blast in an attempt to drive you out of their blind spots; the tracking on these close shots is quite strong and precise timing is required to dodge the explosion by quickstepping past them. Additionally, beware of splash damage in these situations – the residual flames reach slightly behind the Executioner and can clip you even if you successfully avoid the initial explosion. Slow poison offers weaker players a marginally safer strategic alternative, but is still far from efficient for those capable of dealing reasonable damage with ordinary physical attacks.

Basic Information			Item Drops												
Hunter's Nightmare	3455	2366	Quicksilver Bullets ×10 [24%]	268	165	268	206	220	137	82	300	999	—	—

Key Attacks

Name	Interrupt	Notes
Ranged Cannonball	No	Quickstep forward through it at least twice as soon as possible after they level their launchers.
Close Cannonball	No	Quickstep backward at mid range or forward past them at close range and avoid standing too close until the blast dissipates.
Tentacle Grab	Yes	Strafe backward out of range during the windup and interrupt it just as they strike.
Bludgeon Combo	Yes	Strafe or quickstep backward depending on their distance from you and interrupt the second or third swing.

Bloodlicker



These fully-engorged Bloodlickers are encountered in large numbers along the river of blood in the Hunter's Nightmare. Though they use the same tongue whips and arm combos as those found in Cainhurst and the Chalice Dungeons, this variant does not share the same leap attacks; instead, they focus on projectiles and group ambushes. At long range they will spit streams of blood which have strong tracking and cause slow poison buildup, and will begin using a delayed body slam when engaged up close. All members of a given group will attack together if one is provoked, and all will simultaneously disengage and return to their starting positions if you retreat far enough for even one to lose interest. With the dense distribution of other enemy types throughout many of the same enclosed areas as these, it is almost impossible to avoid fighting several foes at a time.

Strategy

Cannon shots augmented with Bone Marrow Ash are an effective and economical way of dealing heavy damage to entire groups of these enemies with a single blow. Hunter tools such as A Call Beyond and the Tiny Tonitrus are effective for this purpose as well, as are Molotov Cocktails and charged attacks with wide arcs such as that of the transformed Hunter Axe. When fighting more than one at a time, try to use the uneven terrain to obstruct their blood spit attack and separate them as much as possible. When they lose interest and disengage, they can be struck with jump attacks or projectiles on the way back to their starting locations before they can turn around to resume the offensive. In general, quickstep forward through their attacks and perform R1 combos while positioned at their sides; avoid standing behind them as they will respond with a swift backward kick. Charged attacks from heavy weapons such as the transformed Kirkhammer will knock them down or send them flying, though keep in mind that they cannot be interrupted or staggered.

Basic Information Special Weakness: Righteous			Item Drops											
Hunter's Nightmare	1658	517	Random gun type gem ×1 [16%]	75	126	75	126	121	105	116	150	90	—	—

Key Attacks

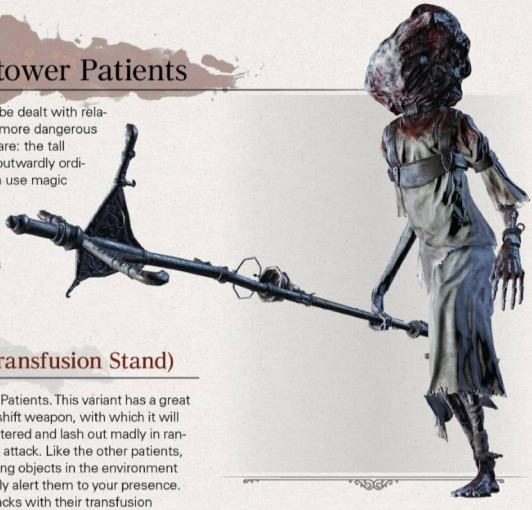
Name	Interrupt	Notes
Blood Spit	No	Quickstep sideways each time they launch a stream of blood or use the environment for cover.
Body Slam	No	Quickstep forward past them. Be careful to account for the short delay.
Rear Kick	No	Quickstep sideways or avoid standing directly behind them.
Tongue Combo	No	Quickstep forward past them.
Arm Combo	No	Quickstep forward past them once to twice and continue strafing to stay behind them.

Use a shield to help prevent being poisoned as you approach.

Strike from the side to avoid their swift front and rear counterattacks.

Clocktower Patients

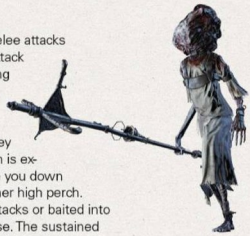
While most of the patients in the Research Hall can be dealt with relatively easily by themselves, two types are distinctly more dangerous than the rest and should be treated with particular care: the tall variant carrying transfusion stands and the smaller, outwardly ordinary ones beyond the First Floor Balcony door which use magic attacks. The former type is much tougher and more powerful than the others in general; the latter are wolves in sheep's clothing and appear to be merely the bare-handed Normal version at a distance, but will begin relentlessly assaulting you with projectiles when you draw close enough to get their attention.



Clocktower Patient (Transfusion Stand)

The strongest and most fearsome of the Clocktower Patients. This variant has a great deal of HP and carries a transfusion stand as a makeshift weapon, with which it will wander blindly around the areas in which it is encountered and lash out madly in random directions even when nobody is present for it to attack. Like the other patients, these detect by sound, and knocking over or destroying objects in the environment such as bottles or medical equipment will immediately alert them to your presence. They use only basic horizontal, vertical and thrust attacks with their transfusion stands, but can chain their swings in long and extremely rapid combos whose potent stunlock effect will trap you if too many hits connect. Their indiscriminate flailing is easy to interrupt but they have exceptionally long reach, strong tracking and considerable forward momentum during their combos, making it dangerous to approach these enemies from the front; to make matters worse, they are protected by super armor during almost all of their combos and their attacks inflict either heavy hitstun or outright knockdown. They are extremely susceptible to poison and can still be knocked down with charged swings from heavy weapons like the transformed Kirkhammer; however, beware that their recovery after such attacks is very quick and they will be invulnerable to further knockdown until their super armor resets, so the Kirkhammer's followup charge strike will fail to send them flying and will leave you vulnerable to attack.

Strategy



Quickstep forward past them to avoid their swings, then hit them from behind with up to three melee attacks while they recover. Be prepared to quickstep away immediately afterward or even break off your attack early – these enemies can strike behind them with some of their horizontal sweeps and the tracking on their combos causes them to turn very quickly, so evasive action may become necessary with little warning. Alternately, stand just outside the reach of their attacks and continue backing up until they commit to a combo, then interrupt it. While many of their individual swings have short cooldown periods, the recovery times of their complete combos are generally long enough that they can be staggered from behind with careful positioning and a timely charged R2 attack. Slow poison is extremely effective against these enemies, but once they are aware of your presence they will chase you down relentlessly and you'll have to wait out the poison in a spot they can't reach, such as a ladder or other high perch. With a bit more work, they can also be lured toward ledges and either knocked off with charged attacks or baited into jumping off by themselves; the transformed charge attack of the Hunter Axe is ideal for this purpose. The sustained L2 attack of the transformed Whirligig Saw will tear straight through their super armor, and a direct hit from the weapon's jump attack in this form will break it instantly.

Basic Information

			Item Drops											
Research Hall	3058	3594	Random gun type gem ×1 [20%], Blood Vial ×4 [80%]	99	99	99	99	108	89	89	120	180	—	—

Key Attacks

Name	Interrupt	Notes
Combo Attacks	Yes	Quickstep forward through them or stay at the outer edge of mid range and continuing backing away while waiting for an opportunity to interrupt them.

Clocktower Patient (Magic)

These wolves in sheep's clothing are found only in the area past the locked First Floor Balcony door in the Research Hall. Although outwardly identical to the ordinary bare-handed Clocktower Patients, this version uses the same arcane-based magic attacks as the Small Celestial Emissaries with head tendrils encountered in the Forbidden Woods and the Isz Chalice Dungeons. Because you'll have no choice but to face a large group of them at one time with relatively limited room to maneuver, these enemies present great danger and should be treated with care.

Strategy

The Loch Shield will absorb most of the damage from their arcane attacks, but beware that blocking too many at once will deplete your stamina and break your guard. If this occurs, you'll be left vulnerable to further attacks for a few moments and will more than likely be struck with the full brunt of the next projectile. Use the pillars and other elements of the nearby terrain to separate these foes from one another as much as possible; ranged attacks such as Throwing Knives, Molotov Cocktails and arrows from Simon's Bowblade are effective as well, but you'll have very few opportunities for interrupts or staggers due to this enemy type's focus on ranged attacks. If you must rely solely on melee weapons, focus on one patient at a time with R1 combos and keep an eye on your surroundings – you'll need to be prepared to retreat behind a pillar or other cover at a moment's notice.

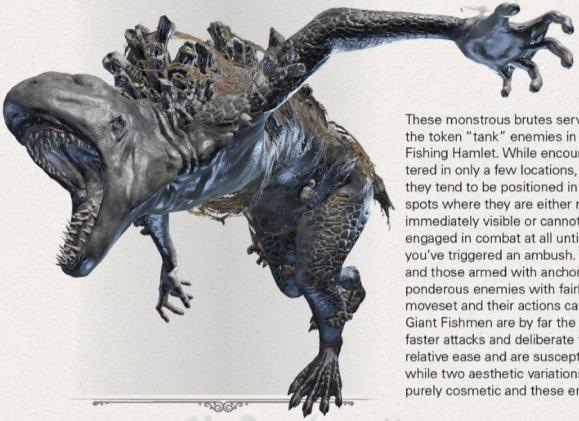
Basic Information

			Item Drops											
Research Hall	688	1307	Blood Vial ×1 [8%]	99	99	99	99	108	89	89	120	180	—	—

Key Attacks

Name	Interrupt	Notes
Cosmic Blast	No	Single long–range projectile with moderate tracking; quickstep sideways or use cover to block it.
Triple Laser	No	Fires multiple linear lasers in quick succession. Tracks in all directions and can hit you behind them; quickstep sideways or use obstacles to block it.

Giant Fishmen



These monstrous brutes serve as the token "tank" enemies in the Fishing Hamlet. While encountered in only a few locations, they tend to be positioned in spots where they are either not immediately visible or cannot be engaged in combat at all until you've triggered an ambush. The differences between bare-handed Giant Fishmen and those armed with anchors are significant; the former are generally slow and ponderous enemies with fairly predictable attacks, while the latter have a larger moveset and their actions can be much more difficult to anticipate. Anchor-wielding Giant Fishmen are by far the more dangerous subtype owing to their longer reach, faster attacks and deliberate feints; fortunately, both types can be poisoned with relative ease and are susceptible to standard interrupts and staggers. Do note that while two aesthetic variations of the bare-handed subtype exist, the differences are purely cosmetic and these enemies are in fact identical in every other way.

Giant Fishman (Fists)

These powerful enemies have large reserves of health and very high defense against physical attacks, but are quite weak to arcane damage; their considerable super armor can be broken with two hits from the Fists of Gratia, but the Beast Roar and most charged attacks are largely ineffective for this purpose. At close range they will attack with quick shoves, slower individual arm slams and combos consisting of up to three hits. They will usually end their combos with either a two-handed overhead slam or a grab attack, though they may abandon the sequence entirely if you back too far away. They will also use two separate variations of the grab on its own: a fast version that strikes directly in front of them at close range and a slow version preceded by several lumbering steps forward. Their other attacks include a slow left-handed uppercut, the two-handed slam by itself and a long-range sliding tackle. The tackle and the faster grab are their most dangerous attacks; the former because it hits multiple times and covers ground quickly, and the latter because it leaves very little time to respond. Despite their great size and strength, these opponents can be set up for visceral attacks by interrupting or staggering them in the usual ways.

Strategy

Before engaging a Giant Fishman, eliminate any weaker enemies in the vicinity if possible. Leaving enough room to maneuver is crucial; backing yourself into a corner while fighting these dangerous opponents will more than likely result in death, as will interference from other Fishmen. Use any available sources of arcane damage such as the Holy Moonlight Sword or A Call Beyond to end the battle quickly and pay careful attention to the enemy's movements for the telegraphs of particular attacks. Provided no other enemies are present, the most effective tactic is to stand just outside the target's melee range and bait any of its slow swings, then strafe backward out of range and interrupt the attack. All variations of the grab can be interrupted, as can the sliding tackle as long as the bullet connects early in the animation – specifically, before the enemy's body hits the ground. The tackle can be avoided by quickstepping either sideways or forward through it; resist the temptation to quickstep backward as doing so will allow the attack to connect. Due to these enemies' slow turning speed and generally poor tracking, it is possible to avoid every last one of their melee attacks by standing behind them at pointblank range; strafing sideways is usually enough to hold this position, though an occasional sideways quickstep may also be necessary. Breaking their super armor with the Fists of Gratia will immobilize them long enough to stagger them with a charged strike, and their recovery from knockdown is slow enough that they can be staggered again as they stand up and struck with consecutive visceral attacks. All of their moves except the close-range grab can be reliably avoided by quickstepping forward through the attack, which will also position you to perform an R1 combo from the safety of their blind spot; the grab in question can be thwarted with a single backward quickstep.

Basic Information

			Item Drops											
Fishing Hamlet	3176	4514	Random gem based on area ×1 [25%], Blood Vial ×5 [20%], Blood Vial ×4 [55%]	195	90	150	150	114	118	270	200	180	–	–
Fishing Hamlet | Strong	3176	4861	Rakuyo ×1 [100%]	195	90	150	150	114	118	270	200	180		

Key Attacks

Name	Interrupt	Notes
Gnawing Grab (Standing)	Yes	Close range. Strafe or quickstep backward and try to capitalize on the chance to interrupt it.
Gnawing Grab (Running)	Yes	Quickstep forward past it at close range or backward at least twice from mid range; can also interrupt it.
Sliding Tackle	Yes	Quickstep left or right, or interrupt it by shooting him at the beginning of the animation before he hits the ground.
Uppercut	Yes	Strafe clockwise around him at pointblank range; otherwise quickstep left or interrupt it.
Overhead Slam	Yes	Quickstep backward out of range or interrupt it near the end of the animation. Beware of the long delay before the slam.

Circle behind them as they use one of their slower moves...

...then stagger them with a charged R2 and trap them in a chain of visceral attacks.

Giant Fishman (Anchor)

These monstrous fishmen are the most dangerous enemies in the expansion areas, bar none. They have rock-solid defense, more health than some bosses and a repertoire of incredibly devious attacks which put their unarmed counterparts to shame. The anchor-wielding variant's combat behavior differs drastically from the unarmed type owing to the addition of a makeshift weapon; these enemies do not use grab attacks, but their swings have incredibly long reach and powerful stunlock capabilities. They utilize a combination of rapid strikes and delayed feints, and will incorporate both into combos of up to five hits; additionally, many of their individual swings have considerable forward momentum or reach directly behind them. At close range they will perform a quick three-hit melee combo followed by an overhead slam if you are still within reach afterward; they will also use a separate series of up to five slow horizontal swings which alternate between counterclockwise and clockwise, and will punish attempts to hide behind them with a swift backward uppercut. Another of their close to mid-range combos consists of up to three vertical slams at different intervals; they will generally only execute the followup swings if the first hit connects and will occasionally use a horizontal sweep instead of a third vertical blow. At mid to long range they will sometimes run forward for about three seconds and perform a counterclockwise swing with an extremely wide arc; they also

use a far more dangerous version of the unarmed variant's sliding tackle at all ranges. For all their ferocity, however, they are still susceptible to visceral attacks via ordinary interrupts and staggers, and can be poisoned with a paltry four Poison Knives. They share their species' weakness to arcane damage, making weapons like the Holy Moonlight Sword and tools such as the Executioner's Gloves and A Call Beyond particularly useful for dealing with them.

Strategy

As these enemies can reach every position in their immediate vicinity with at least one of their attacks, standing close to them for any length of time is not recommended. The safest strategy is to keep them at mid to long range and wait for an opportunity to interrupt one of their more predictable moves, then follow up with a visceral attack. Opportunities to strike them with melee weapons can be exploited during the recovery periods after their combos and heavy individual swings, but remain ever watchful for their swift counterattacks and be prepared to quickstep through an incoming strike at a moment's notice. Their jump attack, downward slams, running horizontal sweep, uppercut and slower combos offer the best chances to interrupt them; the recovery of their heavier attacks will also occasionally leave enough time to stagger them from behind. Their sliding tackle is only superficially similar to the version used by their unarmed counterparts; it can still be interrupted but the bullet must connect after they hit the ground rather than before. Extremely precise timing is required to interrupt this attack without trading hits; however, even if you do trade on a successful interrupt, there will still usually be enough time to recover and initiate the visceral attack. To avoid the tackle, quickstep twice sideways as the enemy hits the ground and begins sliding, or once sideways and then once backward; an additional backward quickstep may be necessary after the initial slide in order to escape the subsequent flailing. Their jump attack can be avoided by quickstepping to either side or forward past them as they jump, or simply interrupted midair; beware that they will immediately perform this move in an attempt to punish the use of Blood Vials or other consumable items if you do so while within its reach. Their five-hit horizontal combo can be avoided by quickstepping backward out of range or sideways in the opposite direction of each swing, but it is NOT safe to stand behind these enemies or remain at close range during this combo as all of the swings strike in a nearly 360-degree radius and will reach directly behind them; either dodge the first swing and immediately back out of range of the rest or simply interrupt one of the following strikes and perform a visceral attack. At mid range it is possible to avoid their downward slam combo with one to two backward quicksteps; in closer proximity it is necessary to quickstep forward counterclockwise past the enemy's left side and continue strafing toward its back. The windup on their forward uppercut is very obvious and provides plenty of warning; if you must dodge rather than interrupt it, quickstep forward counterclockwise past the enemy's left side just before it swings or move in to pointblank range and strafe counterclockwise around its body and the swing will miss. Do NOT attempt to quickstep clockwise through the swing as its enormous hitbox has a high probability of beating out your invincibility frames. To avoid the faster three-hit melee combo, quickstep forward clockwise toward the enemy's right side underneath the first swing and continue strafing clockwise at pointblank range, staying behind it for the remainder of the combo. If it follows up with the slam, continue to strafe clockwise at pointblank range or quickstep past it in a clockwise direction just before it brings its arms down.

Basic Information			Item Drops											
Fishing Hamlet	6352	4166	Random gun type gem ×1 [25%], Blood Vial ×5 [20%], Blood Vial ×4 [55%]	195	90	150	150	114	118	270	200	180	–	–
Fishing Hamlet | Strong	6352	4514	None	195	90	150	150	114	118	270	200	180		

Key Attacks

Name	Interrupt	Notes
Dashing Swing	Yes	Extremely long delay; interrupt it or dodge late in the animation by quickstepping through the attack in the opposite direction of the swing.
Rising Anchor	Yes	Interrupt it or quickstep forward counterclockwise past the enemy's left side just before the swing.
Downward Slam	Yes	At mid range, quickstep backward once to twice; if any closer, quickstep forward counterclockwise past the enemy's left side and continue strafing toward its back. Easily interrupted.
Leaping Smash	Yes	Quickstep forward past the attack or interrupt it.
Backward Uppercut	Yes	Strafe or quickstep counterclockwise if standing on the enemy's left side or clockwise through the attack from any other close-range location. Positioning and timing are unfavorable for interrupts.
Sliding Tackle	Yes	Quickstep twice sideways as the enemy hits the ground and begins sliding, or once sideways followed by once backward.

Quickstep twice sideways as soon as they launch into their slide attack.

Skirt well outside their melee range while you wait for a chance to interrupt a slow attack.

Hunter Enemies

Younger Madaras Twin

The younger Madaras twin is one of the strongest non-boss enemies in the early game and poses a particularly serious threat to players traversing the Forbidden Woods for the first time. He primarily uses the normal mode of his Hunter Axe and will immediately augment it with Fire Paper when engaged in combat; he'll also occasionally throw in a shotgun blast, especially if you are out of reach of his melee attacks. He will frequently perform a forward roll followed by a physical attack, leaving himself open to interrupts, but moves too quickly for most charged attacks to reliably stagger him.

Strategy

Be mindful of the other enemies in the area before you engage him, particularly the Carrion Crows near the elevator room entrance. If you enter the area from the Hunter's Dream via the lamp, you'll appear behind him and can begin the fight by ambushing him with a charged strike. Watch for him to roll toward you and shoot him as soon as he follows up with a swing, then hit him with a visceral attack. If you've already obtained the Beast Roar from a later section of the woods, you can use it to knock him down and attack him while he recovers; however, beware that sending him flying off one of the nearby ledges to his death will make it difficult to retrieve the item he drops. You can limit his ability to evade your attacks by backing him up against the elevator hut or one of the nearby tombstones, but be careful not to become trapped yourself.

Equipment

Right Hand 1	Hunter Axe +7	Head	Butcher Mask
Right Hand 2	Bare Fists	Body	Butcher Garb
Left Hand 1	Hunter Blunderbuss +4	Hands	Butcher Gloves
Left Hand 2	Bare Fists	Feet	Butcher Trousers

Basic Information

			Item Drops										
Forbidden Woods	2574	4158	Madaras Whistle [100%]	244	159	244	168	211	177	252	200	211	—	—

Djura's Disciple

The long, narrow cave in which you'll encounter Djura's Disciple forces you into the sights of his Gatling Gun, granting him a significant tactical advantage. He will only pursue you as far as the cave entrance and will retreat back inside if you try to lure him too far, but he loses this advantage if engaged farther into the cavern where the path widens. Bear in mind that while you'll need a light source in order to be able to see properly in this area, the darkness has no effect on this enemy's ability to track you. When forced into close combat he will draw his Saw Spear and will use transformation attacks to switch between its forms; he'll continue using his Gatling Gun even at close range and will also occasionally throw Poison Knives. While the section of the cave in which Djura's Disciple waits is free of enemies, the adjoining chambers are not; straying too far in will attract the attention several Beast Patients and a Blood-starved Beast.

Strategy

The Wooden Shield can be used to block the hail of bullets from the disciple's Gatling Gun, but watch your stamina – if your guard is broken you'll be left open to a barrage of crippling hits. You can also use the large pile of rocks in the center of the chamber as cover from the gunfire, and the Hand Lantern is extremely helpful for illuminating your surroundings if you prefer not to dedicate your gun slot to a torch during the fight. Like other NPC Hunters, Djura's Disciple will periodically roll toward you and perform a physical attack, but without a light source it can be difficult to exploit the opportunity for an interrupt. Visceral attacks in general are less effective in the cave for this reason, but it is possible to lure the disciple far enough outside that neither the light nor the tight spaces will be problematic. You can take advantage of his relatively short leash by luring him to the cave entrance, allowing him to lose interest and attacking him from behind as he walks back in.

3

Equipment

Right Hand 1	Saw Spear +5	Head	Black Hood
Right Hand 2	Bare Fists	Body	Charred Hunter Garb
Left Hand 1	Gatling Gun +5	Hands	Charred Hunter Gloves
Left Hand 2	Bare Fists	Feet	Charred Hunter Trousers

Basic Information

Hunter's Nightmare	3196	7326	Gatling Gun [100%]	229	212	168	220	132	286	159	171	186	—	—

Bestial Hunter

This enemy can be found at the dead end in the Hunter's Nightmare where Gilbert's house would be located in Central Yharnam. He uses the Beast Claw paired with the Beast's Embrace rune, granting him access to the weapon's alternate moveset; combined with his enormous reserves of health, this makes him an especially dangerous opponent no matter when you choose to face him. While the Bestial Hunter does not use firearms, he is a nimble enemy with powerful melee attacks whose fighting style places a heavy emphasis on evasion; he rolls and quicksteps frequently in battle, and will almost always dodge thrown weapons such as Molotov Cocktails. He will exclusively use the Beast Claws' transformed mode in combat and will occasionally perform the roar attack; he will also periodically attempt to hit you from a distance with the leaping dive, but this move will usually miss at close range. Despite his appearance, the Bestial Hunter is not affected by the damage bonuses from serrated weapons or Beasthunter gems.

Strategy

Stand just outside the reach of his claw swipes and interrupt him when he performs a slow attack. Trapping him in a corner with melee combos is effective as well, but his heavy use of evasive quicksteps can turn the tables if you press your advantage too far. The Wooden Shield will deflect his light attacks and can be used to set him up for retaliatory R1 combos; charged attacks are effective as well, though staggering from behind is difficult due to his high mobility. The Whirligig Saw's transformed L2 attack is especially effective for stunlocking him and a hit from the Beast Roar will send him flying. Fast weapons such as the Blades of Mercy are useful for trapping him in combos and preventing his escape; slower attacks will often miss if not timed carefully, but can be initiated after quickstepping forward through his swings to increase the chances of striking him during his recovery.

Equipment

Right Hand 1	Beast Claw +7	Head	Nothing
Right Hand 2	Bare Fists	Body	Nothing
Left Hand 1	Bare fists	Hands	Nothing
Left Hand 2	Bare Fists	Feet	Old Hunter Trousers

Basic Information

			Item Drops											
Hunter's Nightmare	4134	6105	Firing Hammer Badge [100%]	264	254	264	60	50	70	40	156	147	—	—

Church Doctor (Ludwig's Holy Blade & Repeating Pistol)

One of two Healing Church doctors encountered in the Recovery Room. This one focuses primarily on melee attacks and will switch between both modes of her Holy Blade; she will also take potshots at you with her Repeating Pistol and will occasionally toss a Poison Knife your way. She has a great deal of health and can deal damage very quickly if measures are not taken to separate her from the other doctor; she will follow you as far as the cell block if you attempt to retreat, but will give up partway to the Underground Corpse Pile and begin walking back to her starting position if drawn too far from it. Beware that she initially hides behind a pilaster on the right side of the room past the beds and will rush in to ambush you as you approach the other doctor kneeling before the altar.

Strategy

Separate the two doctors using the beds as obstacles and eliminate the other one first as she has lower HP and her ranged attacks make her considerably more dangerous. Afterward, lure this enemy out to the open area in front of the altar so that you have more room to maneuver and either bait and interrupt her attacks from just out of reach or quickstep forward past them and strike with R1 combos. Pay close attention to her at range as she will attempt to shoot you if she can't reach you with her sword; you can also use the Wooden Shield to block the shots and force her into using melee attacks instead.

Equipment

Right Hand 1	Ludwig's Holy Blade +7	Head	Black Church Hat
Right Hand 2	Bare Fists	Body	Black Church Garb
Left Hand 1	Repeating Pistol +7	Hands	Surgical Long Gloves
Left Hand 2	Bare Fists	Feet	Black Church Trousers

Basic Information

			Item Drops											
Research Hall	3332	8820	Madman's Knowledge ×1 [100%]	203	203	237	268	252	236	244	216	211	—	—

Church Doctor (Threaded Cane)

One of two Healing Church doctors encountered in the Recovery Room, this one kneeling in plain sight before the altar at the far end of the hall. She carries only a Threaded Cane and no firearms, but is equipped with the Blacksky Eye and will use it to bombard you with a constant barrage of ranged attacks from far away. Due to her relatively low health and the considerable danger posed by her projectiles, this doctor will fall relatively quickly to a sustained assault and should be considered the priority target. She will rarely strike with her cane and instead primarily uses the Blacksky Eye; she will also make relatively little effort to avoid close-ranged attacks and will spend most of her time strafing around you while launching projectiles.

Strategy

Eliminate this doctor first using the beds in the middle of the room to separate her from her associate. Backing her into a corner or against a wall can help prevent her from escaping, at which point a couple of R1 combos from a sufficiently fortified weapon are usually enough to cut her down; her ranged attacks are much less dangerous when you use the beds for cover as this forces her into melee combat for which she is poorly equipped. Bear in mind that because this enemy does not use physical attacks very frequently, you'll have fewer opportunities to interrupt her and perform visceral attacks.

Equipment

Right Hand 1	Threaded Cane +7
Right Hand 2	Bare Fists
Left Hand 1	Bare Fists
Left Hand 2	Bare Fists

Head	White Church Hat
Body	White Church Garb
Hands	Surgical Long Gloves
Feet	Nothing

Basic Information

			Item Drops										
Research Hall	2194	11025	Quicksilver Bullets ×10 (100%)	186	186	228	292	260	244	252	266	249	—	—

Yahar'gul Hunter (Church Pick & Repeating Pistol)

This hunter can be found in a locked cell below the Recovery Room. He will attack on sight when you unlock and enter the cell, and his Church Pick can be very dangerous in the enclosed space due to its long reach and sweeping attacks. He will switch between both forms of his weapon using transformation attacks and will throw an occasional Molotov Cocktail your way; he can also be particularly aggressive with gunshots if backed into a corner. He does sometimes use charged attacks, though he'll usually stick with ordinary light and heavy swings. His initial position in the cell is close enough to the hallway that he can be struck with attacks which extend through the wall, and he will immediately move toward the much thinner cell door if hit in this manner, making it even easier to reach him. You will automatically receive the Church Pick even if he dies from an attack through the door or walls, allowing you to obtain the weapon before actually finding the key to the cell.

Strategy

Hit him through the wall using jump attacks with larger weapons such as the transformed Kirkhammer or Ludwig's Holy Blade, or charged attacks with longer weapons such as the Rifle Spear. Area attacks such as the Beast Roar or the transformed L2 attack of the Beast Claw with the Beast's Embrace rune equipped will knock him down, after which he'll move toward the door in an attempt to reach you and inadvertently

position him to be struck much more easily with little risk of retaliation. Should you choose to face him head-on, avoid fighting in his cell; instead, lure him out into the hallway where you have more room to maneuver. His attacks with both of the Church Pick's forms are fairly swift and can be tricky to interrupt, but the standard strategy of staying just out of his reach and baiting him to set himself up by taking a swing is still reasonably effective. The narrow hallway impedes his ability to evade melee combos, so quickstepping forward past him during his attacks and striking from behind with an R1 chain is an equally viable tactic.

Equipment

Right Hand 1	Church Pick +8	Head	Black Hooded Iron Helm
Right Hand 2	Bare Fists	Body	Yahar'gul Black Garb
Left Hand 1	Repeating Pistol +8	Hands	Yahar'gul Black Gloves
Left Hand 2	Bare Fists	Feet	Yahar'gul Black Trousers

Basic Information

Research Hall	2739	9923	Item Drops Church Pick [100%]	252	228	203	194	151	141	151	205	187	—	—

Church Doctor (Threaded Cane & Repeating Pistol)

You'll encounter this Healing Church doctor on a platform in the Research Hall next to one of the NPC patients that drop Brain Fluid. Although he initially stands with his back to you, he will automatically detect your presence when you approach and will begin attacking with both forms of his Threaded Cane, occasional gunshots and the odd Poison Knife. He is quite aggressive and fighting him on the narrow staircase is particularly risky owing to the danger of falling, but this can also work to your advantage should he accidentally quickstep off the edge and fall to his death. Beware the long reach of his swings when he transforms the cane – the lack of room to maneuver makes it extremely difficult to avoid his horizontal whip attacks.

Strategy

Ideally, knock him off the staircase and let almighty gravity do the rest. This is most easily accomplished with a single hit from the Beast Roar or a charged R2 attack from the transformed Hunter Axe, but R1 combos from faster weapons like the Blades of Mercy will usually stunlock him long enough to push him backward and off the edge. Interrupting his attacks is easier when he is using his weapon in cane mode; alternately, charged attacks from heavy weapons such as the Kirkhammer have enough super armor that they'll usually take precedence over his comparatively lighter attacks and flatten him if timed correctly. Should the first hit of the Kirkhammer's transformed R2 chain land, the followup will send him flying backward and virtually guarantees a kill if it connects when he has his back to a ledge. If you are equipped with A Call Beyond, you can target him with it before he detects your presence and position yourself at such an angle that the blasts will knock him off the platform without ever having to engage him directly.

Equipment

Right Hand 1	Threaded Cane +7	Head	Black Church Hat
Right Hand 2	Bare Fists	Body	Black Church Garb
Left Hand 1	Repeating Pistol +7	Hands	Surgical Long Gloves
Left Hand 2	Bare Fists	Feet	Black Church Trousers

Basic Information

Research Hall	2899	7718	Item Drops Sedatives ×5 [100%]	203	203	237	268	252	236	244	246	241	—	—

Brador, Church Assassin

Brador will begin invading in set locations after you reach the Fishing Hamlet. For information on the exact spots in which he invades, please refer to the Hunting Grounds chapter. Although he has lower health than all of the other hunter enemies in the expansion areas, he can be an extremely deadly opponent owing to his unique weapon and devious fighting style. Upon invading he will immediately transform his weapon and will use it almost exclusively in this mode until he is defeated; he will also continuously drink Lead Elixirs, granting him potent super armor and a deflection effect which causes lighter melee attacks to bounce off of him. The transformed Bloodletter has long reach and brutally high attack speed, and knocking Brador out of his swift combos is next to impossible while he is under the effects of a Lead Elixir. His wanton use of this double-edged sword comes with a tradeoff, however: the elixir's effects also impair his movement speed, leaving him far more vulnerable to ranged attacks and AoEs. He will vary his swings between light and heavy, horizontal and vertical, and can still quickstep even with the movement penalty, but leaves himself completely vulnerable while consuming Lead Elixirs.

Strategy

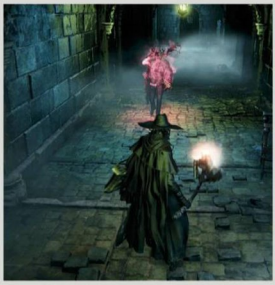
Wait for him to consume a Lead Elixir, then stand just outside his reach and bait one of his attacks to set him up for an interrupt. Alternately, if you have the Gatling Gun, allow him to use an elixir and then mow him down with a sustained volley while backing away from him; his impaired movement will leave him helpless and unable to escape the stream of bullets. Hunter tools such as the Tiny Tonitrus, Executioner's Gloves and Blacksky Eye can be used for this purpose as well, but A Call Beyond is less effective in certain enclosed locations such as the cell block as most of the projectiles will collide with walls before they have a chance to reach their mark. You may also wait for the effects of Brador's current elixir to wear off, then allow him to use another and immediately quickstep forward to perform an R1 combo while he is locked in the animation. He is susceptible to poison, which is considerably more effective against him than other hunters thanks to his lower health and self-inflicted inability to dodge Poison Knives. He will also have great difficulty dodging Bone Ashed Cannon or Church Cannon blasts after using an elixir, so make good use of this tactic if you have the necessary equipment and eliminate him before he has a chance to attack.

Equipment

Right Hand 1	Bloodletter +9	Head	Brador's Testimony
Right Hand 2	Bare Fists	Body	Beast Hide Garb
Left Hand 1	Ludwig's Rifle +9	Hands	Bloodied Armbands
Left Hand 2	Bare Fists	Feet	Bloodied Trousers

Basic Information

			Item Drops											
Hunter's Nightmare/ Fishing Hamlet	1855	5220	Brador Attire, one piece for killing each projected appearance; Bloodletter, upon killing his physical body	221	245	177	202	159	123	159	184	178	—	—



Ludwig the Accursed/Ludwig, the Holy Blade

Preparation

Arcane Lake runes and equipment with high arcane defense are extremely helpful for damage mitigation. If you prefer a more offense-oriented approach, stack Oedon Writhe or Clawmark runes so that you can carry more ammunition or inflict greater damage with visceral attacks. Ludwig takes the most damage from fire attacks in both of his forms, although the damage increase from Fire Paper on its own will be relatively insignificant. Take advantage of Ludwig's weakness to serrated damage and bring a Saw Cleaver, Beast Cutter or the Whirligig Saw; the damage bonuses from Beasthunter gems will affect him in his first form but not his second, so Tempering or Nourishing gems that provide unconditional bonuses are preferable for this battle. If you meet the stat requirements for the Cannon, bring it along with some Bone Marrow Ash to help stagger Ludwig and set him up for visceral attacks. Depending upon what eligibility requirements you meet, you can summon a variety of NPCs in the area outside the boss room to help you: Valtr, Henriett or the younger Madaras twin. While Henriett can only be summoned on her own, it's possible to bring both Valtr and younger Madaras twin into the fight with you.

Overview

This boss fight consists of two completely different opponents in succession, with the transition between them occurring halfway through the battle. In his "Accursed" form Ludwig will use basic combos with his claws, leaping body slam attacks, a forward tackle, a series of advancing bites and two variations of a frontal water blast, and will use a rear kick and a flailing stomp attack to drive you away if you stand next to him for too long. In his "Holy Blade" form he will draw the Holy Moonlight Sword, a weapon familiar to many fans of From Software titles, and perform its signature ranged magic wave attacks as well as several melee combos and AoEs. He will no longer use the water geysers nor his equine kicks or jump attacks in this form, and instead relies solely on his sword for the remainder of the battle.

Environment

The boss room consists of a large, roughly square lower area with a set of steps leading up to a narrow dais at the far end. Keeping the fight to the large area and away from the corners is crucial; you'll need plenty of room to avoid Ludwig's attacks in both of his forms and becoming trapped in a corner can quickly prove fatal. Likewise, avoid backing Ludwig into one of the corners and make every effort to lure him back to the center of the room if this occurs; be especially cautious of the elevation difference on the steps and the dais as it can foul the hit detection of visceral attacks if you are too far above or below Ludwig when he staggers.

Basic Information Special Weakness: Serration			Item Drops											
Hunter's Nightmare | **Accursed**	16658	34500	Guidance [100%]	140	140	140	140	126	98	126	999	999	×	—
Hunter's Nightmare | **Holy Blade**				140	140	140	140	252	119	168	999	999	—	—

During Phase 1, quickstep forward through Ludwig's claw swipes to avoid them and attack him as he ends the combo.

During Phase 1, look for openings to attack Ludwig's head in order to stagger him.

Key Attacks

Phase 1	Interrupt	Notes
Claw Swipes	No	Quickstep forward through them or sideways in the opposite direction of each swing. Can also quickstep backward several times to avoid them at mid range.
Rear Kick		Strikes directly behind him with a swift kick. Quickstep sideways or simply avoid standing in this position.
Headbutt		Extremely quick forward launcher used at close to pointblank range. Quickstep sideways one to two times.
Stomp		Strikes in a 360-degree radius around his body at extremely close range. Quickstep away from him one to two times.
Retreating Slash		Rapid frontal 180-degree slash while backstepping. Used if you pressure him too much from the front; to avoid it, quickstep backward once or forward through it.
Leaping Slam		Rapid short-range jumping slam, usually used after other attacks as a followup. Quickstep backward or sideways one to two times.
High Jump		Slower jump attack with very long reach, preceded by a scream. Quickstep forward past it at close range or backward several times at mid to long range.
Bite Combo		Multiple hits with heavy forward momentum and minor tracking. Quickstep sideways two to three times as he approaches.
Charging Tackle		Used after his health drops below 80%. Preceded by exhaling a puff of yellow gas. Quickstep twice to either side when he begins charging.
Drop Ambush		Used after his health drops below 80%. The blood dripping from the ceiling marks his location; run directly away from his position in a straight line.
Forward Geyser		Used after his health drops below 80%. Rapid long-range blast of water in a straight line. Quickstep sideways once to twice.
Sweeping Geyser		Used after his health drops below 80%. Sweeps a geyser of water in a counterclockwise arc. Run or quickstep counterclockwise, or move to his side.

Phase 2	Interrupt	Notes
Fast Combo	No	Preceded by a roar. Raises his sword to his left shoulder and performs two quick frontal slashes, a slower overhead cut and an upward swing. Quickstep right twice consecutively through the horizontal swings, right again through the overhead and continue strafing counterclockwise during the uppercut.
Heavy Combo		Frontal arcing counterclockwise slash followed by either a single diagonal swing from the opposite direction or three overhead chops and an upward cleave. Quickstep backward two to three times to avoid the entire combo or quickstep forward through the first hit, sideways through each of the three overheads and forward or sideways through the final upward slash.
Run-in Combo		Dashes toward you from long distance and performs a horizontal slash followed by either a slower diagonal slash or a series of vertical overhead cuts. Quickstep forward past each swing toward his rear.
Forward Cross		Two extremely rapid diagonal slashes which strike directly ahead of him; generally used to punish pointblank strafing. Quickstep once sideways.
Uppercut Rush		Running uppercut slash sometimes followed up with a diagonal cut. Strikes a large forward and backward vertical arc on his right side and has long reach. Quickstep forward past it toward his left side, or quickstep once sideways.
Moonlight Wave		Slow horizontal charge slash followed by a horizontal wave of moonlight. Quickstep forward through the wave, or twice sideways at longer range when time permits.
Double Moonlight Wave		Two diagonal slashes in opposite directions which create two waves of moonlight at opposite angles. Quickstep sideways to avoid the first and immediately quickstep sideways again to avoid the second.
Moonlight Stab		Performs a forward thrust covered in arcane energy. Quickstep once in any direction to avoid it; it will miss completely if you are standing at pointblank range.
Moonlight Ring		Charges for about three seconds, then stabs his sword into the ground. Creates a small circular burst of energy centered on the sword; quickstep backward one to two times to escape.
Moonlight Onslaught		Slowly raises his sword above his head, then creates a massive spherical explosion centered on the sword followed after about two seconds by a massive forward blast of energy which lasts another three seconds. Quickstep in any direction immediately before the explosion to dodge through, then quickstep forward past him and stand to either side or behind him to avoid the sustained energy blast.

Key Strategies

Ludwig's left and right sides can be injured individually and will take additional damage from all attacks thereafter; he will also be temporarily stunned when one side is injured, allowing for a few more swings before he recovers. Unlike many other bosses Ludwig will not regenerate damaged limbs, so take full advantage of this and focus on one side for optimal damage or injure them sequentially to keep him immobilized. Repeated blows to the head during Phase 1 will stagger him, at which point you can perform a visceral attack on his face. If you have a Cannon, it can be used with Bone Marrow Ash to attack Ludwig's head and stagger him very quickly. During Phase 2 Ludwig will stagger after sustaining enough damage, at which point a visceral attack can be initiated from the front of his torso. His sides can no longer be injured at this point, but breaking his super armor will still cause him to stumble. The transformed L2 attack of the Whirligig Saw is supremely effective for quickly injuring Ludwig's legs, especially when augmented with Fire Paper; during Phase 2 it is one of the fastest and easiest ways to stagger him.

Phase 1 (Ludwig the Accursed)

Ludwig will usually begin the battle by closing the distance with a High Jump, so be prepared to dodge as soon as he approaches; with careful positioning you can quickstep to the side when he lands and strike his head with melee attacks as he recovers. Targeting his head is extremely difficult during his normal combos, but his jump attacks and other moves with long recovery periods offer safe opportunities to do so and you should make use of every such

To successfully perform a visceral attack during Phase 2, you must initiate it from this position.

chance you reasonably can in order to earn a visceral attack. Ordinary gunshots to the head will also stagger him, especially when augmented with Bone Marrow Ash; the Repeating Pistol and Evelyn are especially effective for this purpose depending upon your stat allocation. In general, quickstep forward through his claw swipes and

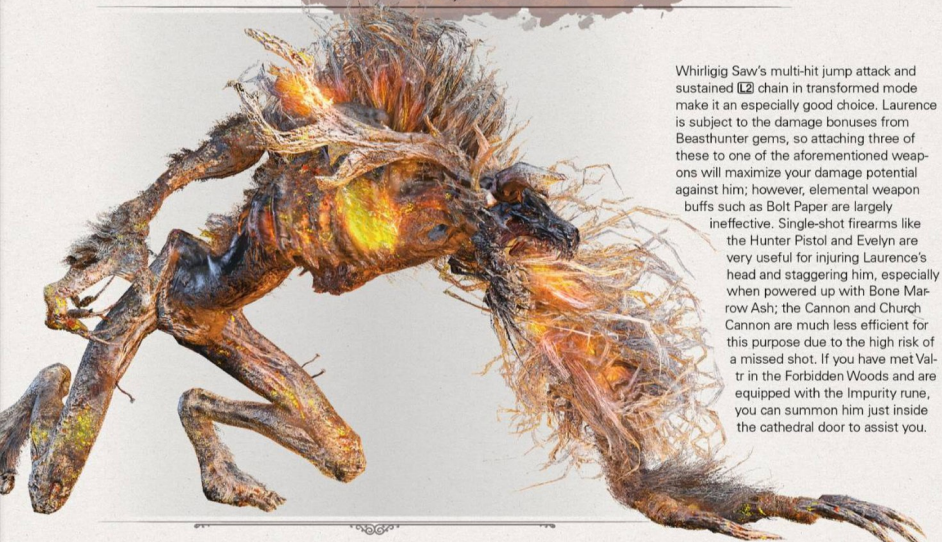
The localized Moonlight Ring attack offers a perfect opportunity to use Blood Vials.

strike his legs a couple of times; just be prepared to get out of the way immediately to avoid his counterattacks. Focus on one side at a time to injure them as quickly as possible; this will stun Ludwig and buy you more time to pile on additional attacks. You can also sneak in a hit or two by dodging his Bite Combo if you are close enough to him when the attack ends, and his High Jump leaves him open long enough to execute a charged attack on his head. Beware that standing directly behind him at close range will trigger his Rear Kick, and he'll use his Headbutt to punish attempts to close in on him from straight ahead. When Ludwig's HP drops below 80% he will begin using his Charging Tackle, Drop Ambush and both Geyser attacks, offering a new set of opportunities to strike him either as he recovers from the Drop Ambush or after quickstepping counterclockwise to his left side while he is performing the Sweeping Geyser.

Phase 2 (Ludwig, the Holy Blade)

Ludwig will remain idle for a couple of seconds after the cutscene, so take advantage of this opportunity to use Blood Vials or create Blood Bullets if necessary. From this point forward he will abandon his entire Phase 1 moveset and use only sword swings, arcane-based projectiles and area attacks. He will use three distinct melee combos with limited variations: a Fast Combo at close range, a Heavy Combo at close and mid range, and a Run-in Combo at long range. Generally speaking, these offer limited opportunities to quickstep past him through the swings and counterattack; his slower individual moves such as the Moonlight Wave, Moonlight Stab, Moonlight Ring and especially the Moonlight Onslaught offer much more reliable openings when correctly evaded and require considerably less focus on evasion of consecutive hits. Quickstepping forward through the Moonlight Wave and the Moonlight Stab at close range will buy time for one or two swings; the Moonlight Ring has a long and obvious windup which provides a large window for either attacks or Blood Vial use; and by quickstepping toward Ludwig at close range the instant before he releases the initial explosion of the Moonlight Onslaught, you can completely avoid the damage using your invincibility frames and buy yourself an extended period of time to strike with R1 combos before he performs the second half of the attack. If you successfully dodge the initial explosion in this manner and come out of your quickstep close to Ludwig's body, all you'll need to do to avoid the forward followup blast is strafe around him in either direction at pointblank range; this allows you to exploit a second and even longer period of vulnerability to strike with further R1 combos while he is committed to the attack.

Laurence, the First Vicar



Whirligig Saw's multi-hit jump attack and sustained L2 chain in transformed mode make it an especially good choice. Laurence is subject to the damage bonuses from Beasthunter gems, so attaching three of these to one of the aforementioned weapons will maximize your damage potential against him; however, elemental weapon buffs such as Bolt Paper are largely ineffective. Single-shot firearms like the Hunter Pistol and Evelyn are very useful for injuring Laurence's head and staggering him, especially when powered up with Bone Marrow Ash; the Cannon and Church Cannon are much less efficient for this purpose due to the high risk of a missed shot. If you have met Valtr in the Forbidden Woods and are equipped with the Impurity rune, you can summon him just inside the cathedral door to assist you.

3

Preparation

Fading Lake runes and equipment with high fire defense such as the Charred Hunter set will help cut down the damage from Laurence's attacks. Alternately, Clawmark runes will allow you to end the fight faster with powerful visceral attacks; you may also opt to stack Communion or Oedon Writhe runes in order to carry more ammunition or Blood Vials. Bring a few Lead Elixirs for the second phase of the fight as these can be incredibly useful for preventing the lava from stunlocking you; if you've already obtained the Loch Shield, consider bringing it along as well to block the AoEs. Any serrated weapon such as the Beast Cutter or Saw Cleaver will be effective, but the

Quickstep or dash to Laurence's side and strike while he uses his Lava Launcher attack.

Overview

The first phase of this battle will play out much like the fight with the original Cleric Beast, though Laurence is by no means a mere clone and in fact has a number of unique tricks in his arsenal. First and foremost, the majority of his attacks either leave lingering trails of flame or create explosions on impact. Laurence becomes a completely different enemy during the second phase, at which point his lower body will melt away and leave only his torso and head; in this form his severed abdomen continuously leaves a trail of damaging lava as he moves and he will begin using an entirely different set of attacks from Phase 1. His moveset is far more limited during the second phase but also much less familiar and predictable, consisting of crawling slam combos, delayed arm swipes and attacks that cover large areas in lingering pools of lava.

Environment

You'll face Laurence in a rectangular hall identical to Yharnam's Grand Cathedral, where you originally faced Vicar Amelia. Keeping the fight to the room's long axis and taking care not to back yourself into the corners is crucial; you'll need to be especially wary of the pilasters jutting out of the walls at intervals as you can become caught on these while skirting the edges of the hall. If Laurence backs into a corner or against a wall, lure him back toward the center of the room so that you have enough space to dodge his attacks.

Basic Information Special Weakness: Serration			Item Drops											
Hunter's Nightmare	21243	29500	Beast's Embrace [100%]	148	178	148	148	200	744	200	999	999	×	—

Key Attacks

Phase 1	Interrupt	Notes
One–Armed Grab	No	Executed with the left arm. Slow windup; roll or quickstep behind him or quickstep backward.
Two–Armed Grab		Frontal grab with a slow windup; strafe or quickstep backward out of range.
Fire Slam		Single frontal open-palmed ground slam that generates a small explosion. Resembles the first hit of the Overhead Claw, but has no followup. Quickstep backward at mid range or forward past him at close range.
Double Slam		Two advancing ground punches in rapid succession. Both punches create small explosions. Quickstep backward twice at mid range or forward twice past the attacks at close range.
Heavy Double Slam		Slower version of the Double Slam that generates larger explosions. Quickstep twice forward clockwise past the first hit from anywhere inside mid range; if on the outer edge of mid range or farther, quickstep backward three times.
Retreating Slam		Quick frontal ground slam that generates a small explosion, followed immediately by a backstep that repositions him facing you. Quickstep backward once or forward through the attack.
Lunging Swipe		Lunges forward and swipes a wide frontal arc with his left arm, leaving a trail of lingering flames; quickstep forward or counterclockwise through the swing.
Slam Combo		Two slow ground punches followed by a downward slam that generates a small explosion of flames; quickstep backward one to two times at mid range or forward past him if extremely close.
Left Combo A		Four-hit combo with his left arm starting with a ground punch followed by two horizontal swipes and a frontal shove. The shove inflicts heavy knockdown. Quickstep forward or sideways through each swing in the opposite direction.
Left Combo B		Five-hit combo with his left arm starting with a ground punch followed by four horizontal slashes. The final three slashes are performed leaning forward and have increased range. Quickstep backward three to five times at mid range or forward past him at close range.
Right Combo		Opens with a right-handed horizontal slash and alternates between left and right for three more horizontal swings. The fourth swing will be either a close-range swipe or a mid-range forward dive depending on your distance from him. Quickstep forward past him through each attack at close range or backward three to four times at mid range.
Variable Combo		Can chain an unlimited number of horizontal slashes, ground punches and forward shoves in random order. Quickstep forward through each attack at close range or backward out of reach at mid range.
Advancing Lunge		Extremely quick two-hit forward lunge with almost no warning. Both hits generate explosions. Mainly used at short range, but has very long reach. Quickstep forward past his right side one to two times.
Flying Press		Jumps high into the air and performs a rapid falling body slam. Can change direction midair and has strong tracking; quickstep or roll toward him and he will pass over you.
Overhead Claw		Mid–range overhead slam with his left arm that creates a small explosion of flames, sometimes followed by an upward swing which generates a much larger explosion. Preceded by a scream and has a long windup; he also digs his claws into the ground on the first hit, in contrast to the open-palmed Fire Slam. Quickstep forward past him from close range or backward from mid range.
Recovery		Surrounds himself in a red aura and heals injured limbs. Doesn't actually restore HP; simply repairs body damage.

Phase 2	Interrupt	Notes
Lava Launcher	No	Long-range forward conical stream of lava that remains on the ground for several seconds and inflicts residual damage. Quickstep or strafe sideways as needed, or quickstep forward toward his right side.
Rear Lava Gush		Close-range frontal AoE slam while gushing a large pool of lava behind him out of his severed abdomen. Quickstep away from him two to three times at close range and beware that he will follow up with a horizontal swipe if you stand in front of him for too long.
Crawling Combo		Drags himself forward using up to seven overhead claw slams often ending with a left-handed horizontal slash. Quickstep left twice and continue strafing or quickstepping clockwise as he circles you.
Delayed Slam		Single overhead slam with his left arm after a long windup, sometimes followed by a horizontal swipe. Has strong tracking and must be dodged very late, just before he brings his arm down – quickstep sideways or forward past it.

Target Laurence's head from a distance with gunfire to stagger him...

...then quickstep in close and hit him with a visceral attack.

Strategies

Key Strategies

Target Laurence's head with pistols or the Piercing Rifle to stagger him, then follow through with a visceral attack. Staggering him works in exactly the same manner as with the original Cleric Beast; he will eventually repair the damage to his head, allowing you to injure it and stagger him again. You can also injure Laurence's limbs, but unlike most other bosses this will only stun him temporarily and does not actually increase the damage he receives. The Whirligig Saw's transformed L2 attack will quite literally tear Laurence to shreds, especially if you've also set it with Beasthunter gems; fast weapons with serrated bonuses such as the Saw Cleaver and the Saw Spear are also ideal for dishing out heavy damage as quickly as possible. If you're having trouble with the lava stunlocking you to death during Phase 2, try using a Lead Elixir – it'll give you enough super armor to walk through the flames without flinching, though you'll need to keep a close eye on your HP. The Loch Shield will absorb the impact and most of the damage from his AoEs, though it is NOT effective for blocking the actual physical swings themselves.

The Rear Lava Gush offers an excellent opportunity to deal damage, but watch out for the followup swing!

Phase 1

In general, quickstepping forward through Laurence's combos and baiting his grab attacks provide some of the safer opportunities to attack him from behind with R1 chains or to heal yourself if necessary; strafing backward out of range of his two-hit forward lunges and performing a jump attack after he misses the second swing is another good chance to deal damage. A third such opportunity comes while he is recovering injured limbs since he is helpless during this animation; additionally, injuring a limb will cause him to stumble and buy a little extra time for another attack or two. If you aim to injure his arms or legs, it is often easier to lock off and circle him manually while using dodge rolls to avoid his backward swipe attacks - the two targetable points on his body are very high and will often foul attempts to strike low enough to injure his legs. When fighting locked-on, be sure to target the lower point (on his abdomen) as attempting to dodge his attacks while locked onto his head makes it harder to avoid taking damage. It is possible, though extremely difficult, to avoid the explosions created by his slam attacks using the quickstep's invincibility frames to dodge through them; however, beware that the large explosion on the second hit of his Overhead Claw (when he pulls his claw out of the ground) is large enough that it extends a short distance behind him and can still clip you coming out of a quickstep with poor positioning. You can also attack him one or two times after dodging his Fire Slam, but be sure not to get caught at pointblank range when the AoE occurs. If you are behind him at fairly close range, it is possible to avoid his Slam Combo simply by strafing sideways and strike during his recovery period after the final hit. Alternately, to avoid this combo from the front, quickstep backward away from him. When the AoE from the third hit dissipates, he will be left recovering for a few seconds during which it is possible to quickstep forward and attack him.

Phase 2

When Laurence's HP falls below 40% the bottom half of his body will disintegrate leaving only his torso, arms and head. In this state his mobility is drastically reduced and he loses access to his entire Phase 1 moveset. His severed torso constantly spews lava that lingers on the ground for a short period of time, causing fire damage and flinching if you touch it. The best time to attack Laurence or restore your HP during this phase is during his Lava Launcher; he will telegraph this attack with very obvious shudders and screams, providing enough warning for you to quickstep toward his right side and strike several times while he is spitting lava. This move has moderate lateral tracking and leaves large pools of lava on the ground which cause fire damage and heavy stunlock; the stream of lava itself inflicts damage and hits multiple times, and a direct hit with this attack will usually stunlock you to death. The Whirligig Saw's transformed L2 is ideal for piling on damage from Ludwig's right side during this move as it can be used while strafing clockwise to avoid the boss' frontal attack area. Another good chance to attack comes during the Rear Lava Gush, though you'll need to dodge the frontal AoE before positioning yourself to strike his head and will also need to avoid the horizontal followup swing at the end.

Living Failures

Preparation

The Failures are affected by the damage bonus from Kinhunter gems, so set your weapons with these if you have any on hand. Lightning damage from the Tonitrus is effective against the Failures, as are thrusting weapons such as the Rifle Spear; the longsword component of the Kirkhammer and both forms of Ludwig's Holy Blade also have thrust attacks and are perfectly serviceable alternatives. The Chikage is an especially good choice for this fight as its blood damage will cut through the Failures' high defense, and Bolt Paper provides a marginal damage boost as well. The Piercing Rifle augmented with Bone Marrow Ash can drill a powered-up shot through an entire group of Failures at once; Bone Ashed shots from the Cannon are slightly less economical but proportionally more devastating when several Failures are clustered together, and the Tiny Tonitrus offers yet another viable alternative if your stat spread allows for its use. Armor and runes that reduce arcane damage are helpful for softening the constant blows from energy projectiles; the Failures are vulnerable to both interrupts and staggers, so you may alternately opt to stack a few Clawmark runes instead. Yamamura the Wanderer can be summoned just outside the boss area if you meet the conditions for him to appear; he wields the Chikage and a Piercing Rifle, making him a particularly valuable ally against the horde of foes you'll face.

Overview

This boss fight follows the "Battle Royale" format: four Living Failures will be present in the arena at any given time, with new ones immediately spawning in to replace the fallen. The individual enemies will have either 1223, 1957 or 2447 HP; the fight ends when you have slain enough Failures to inflict a combined total of 20,646 damage. The Failures have very few attacks – two smaller projectiles, a collective meteor attack similar to the one used by Rom at the Moonside Lake, and a generic set of basic physical attacks similar to those of the giant Celestial Emissary boss in the Upper Cathedral Ward. The main problems you'll face in this fight are being outnumbered and having to constantly watch for incoming projectiles, but the giant lumenflowers in the center of the arena provide enough cover for you to divide and conquer with a bit of patience.

Basic Information

Research Hall	20646	22000	Item Drops Astral Clocktower Key [100%]	239	273	102	171	256	92	71	250	180	—	×

Key Attacks

Phase 1	Interrupt	Notes
Headbutt	Yes	Rapid short-range headbutt usually used to counter melee attacks. Interrupt it or quickstep once sideways or backward.
Frontal Slam	Yes	Short-range overhead slam similar to but slightly slower than the headbutt. Interrupt it or quickstep away in any direction.
Astral Orb	No	Charges and launches a large orb of energy in a slow arc. Strafe or quickstep in any direction to avoid it.
Cosmic Missiles	No	Charges and fires a barrage of multiple homing blasts of energy. Strafe, run or quickstep to one side until all the projectiles have missed or use the giant flower in the center of the arena for cover. Can also knock them out of it.
Meteor Swarm	No	Used by all Failures simultaneously when the boss health bar drops below 60%. Calls down a shower of giant meteors. The meteors always approach from the right side of the arena (facing the exit); take cover behind the giant flower until the meteors disappear.

Environment

The boss room consists of an octagonal garden surrounded by balconies along six of its opposing sides. Several giant lumenflowers occupy a slightly elevated mound in the center, providing crucial cover from the Failures' endless bombardment of projectiles. In order to persevere, you'll need to make good use of this obstacle to separate your enemies and avoid their attacks; it is also prudent to stay off of the balconies lining the edges of the arena as they offer few tactical advantages and in fact place you in a desperately vulnerable position with no protection from the terrain.

Use the giant lumenflowers to separate the Failures, then pick them off with visceral attacks.

Strategies

Key Strategies

Use the giant flowers to separate the Failures, then pick them off one at a time by interrupting their melee swings and following up with visceral attacks. Thrust attacks provide a viable alternative if you prefer a more direct approach; charged attacks can be effective as well depending on the weapon, but charged thrusts in particular will deal the most damage. Avoid engaging more than one enemy at a time; try to focus on the same one until it falls and back off to reposition yourself if you find your opponents gathered too close for you to safely approach.

Phase 1

Your goal during this battle will be to separate the Failures as much as possible and pick them off one by one before the others can interfere. Exploiting their vulnerability to interrupts and staggers is an important part of this strategy; the safest way to defeat them is simply to skirt them just outside melee range and bait them into taking a swing at you, then interrupt it and quickstep in to perform a visceral attack. You'll need to stay on your toes and watch for their projectile attacks – not just from whichever Failure you happen to be targeting at any given time, but also from any others that may be behind you or outside your line of sight. Never attempt to approach a group of these enemies head-on; trying to dash in for a visceral attack in these situations will almost always cause you to be struck and sent flying. If the Failures are positioned close together, strike them from a distance with area attacks such as the Tiny Tonitrus or a Bone Ashed Cannon shot. The Beast Roar is very helpful for clearing a bit of breathing room – a single hit from it will instantly cause the Failures to flinch, and will also knock them out of their Cosmic Missiles attack if it connects early in the animation. In addition, the Beast Roar can be used to deflect the Astral Orb projectile with proper timing; it will also deflect the smaller Cosmic Missiles, but does not last long enough to protect you from an entire barrage and cannot deflect the large meteors. The Loch Shield will turn aside the Astral Orb attack and will block the Cosmic Missiles until you run out of stamina, but too many hits from the smaller projectiles will break your guard as will a single meteor. Apart from visceral attacks, the best opportunities to strike these foes with melee combos are while they charge their Astral Orb or Cosmic Missiles; striking them during these times has the added bonus of potentially breaking their super armor and stunning them out of the attack. It is possible to safely hit them a few times after quickstepping forward through their arm swings, but greater care is required due to the increased risk of retaliation. When the Failures begin using their Meteor Swarm attack, they will all enter a summoning animation that leaves them completely helpless for several seconds; this is a perfect chance to stagger them from behind with charged attacks or simply let loose with melee combos, but be sure you are in the cover of the giant lumenflowers before you do so. Try to keep the battle to the left half of the arena relative to your position when you first enter the boss room – any Failures that are also in the cover of the lumenflowers when the meteors fall can be cut down with impunity until the attack ends. Do note, however, that attacking a Failure while it is summoning the meteors will knock it out of the animation and allow it to resume its normal attacks, so be sure to focus on one enemy at a time during the meteor barrage in order to avoid prematurely freeing them.

View of the meteors' trajectory from the boss room entrance. They will always approach from this direction.

To avoid the Meteor Swarm, stand on the opposite side of the giant lumenflowers as they approach.

Lady Maria of the Astral Clocktower

Preparation

Lead Elixirs can be helpful to avoid constantly being knocked out of your attacks as the elixir's effect grants temporary super armor, but some of Maria's heavier swings will still cause you to flinch and stumble so it's generally better to avoid them altogether. High-defense builds with physical damage reduction runes will be able to make the best use of this strategy; otherwise stack two or three Clawmark, Communion or Oedon Writhe runes to boost your offensive capabilities or Blood Vial capacity. Maria is equally susceptible to both lightning and arcane attacks, but is somewhat more resistant to fire; Bolt Paper and the Empty Phantasm Shell will provide respectable increases to the damage of your melee attacks and hunter tools such as the Executioner's Gloves, Tiny Tonitrus, Blacksky Eye and A Call Beyond offer effective ranged options. The Beast Roar is extremely useful for its ability to knock Maria down in a single hit; by alternating it with physical swings at the correct intervals, it is possible to lock Maria in an almost inescapable rhythm of attacks.

Overview

Maria wields the Rakuyo, a double-sided blade that breaks into a sword and a dagger, and carries an Evelyn pistol. Her fighting style is superficially similar to the hunter NPCs encountered in numerous other locations throughout the game and includes rolls, quicksteps, gunshots and transformation attacks; she is also susceptible to both interrupts by firearms and staggers from charged R2 strikes. Make no mistake, though – she is anything but a generic hunter and in fact uses a multitude of completely unique moves and gimmicks, especially during the second and third phases of the battle. Maria has a permanent Quickening effect identical to that granted by the Hunter Bone and is a highly mobile, evasive and aggressive opponent. She is susceptible to stunlocks during her idle animations but has super armor on most of her combo attacks and individual swings, and from Phase 2 onward she will extend her blades to ridiculous lengths by manipulating her own blood. During Phase 3 her attacks will leave trails of damaging fire and she will begin attempting to stagger you, following up with a visceral attack if she succeeds.

Environment

The boss room is a rectangular chamber with a narrow set of steps leading up to a small mausoleum at the far end. Like most other arenas of this shape, the main danger is becoming trapped in the corners or against the pilasters lining the walls; you must also be careful not to let Maria back you up to the steps as there is no avenue of escape from atop the mausoleum other than directly past her. In general, keep the fight to the center of the room as much as possible and lure Maria away from the walls or corners if necessary; however, bear in mind that if using specific strategies such as trapping her in an infinite combo with the Beast Roar, backing her into a corner or against a wall can actually work to your advantage and help prevent her from escaping.

Basic Information

			Item Drops										
Research Hall	14081	39000	Celestial Dial [100%]	147	147	147	147	103	177	103	999	999	—	—

Key Attacks

Phase 1	Interrupt	Notes
Iai Blow	Yes	Extremely fast long-range strike with a delayed startup and strong lateral tracking. Quickstep forward past it just before she strikes or interrupt it by timing your shot so that the bullet connects as she begins the dash.
Launcher Combo	Yes	Quick two-hit combo that will launch you into the air, sometimes used as part of longer combos. Interrupt her or quickstep forward past the swings.
Double Overhead Slash	Yes	Heavy slash with a slightly delayed startup and super armor, used on its own and in combos. Interrupt it or quickstep forward past it and continue strafing sideways in the same direction to avoid subsequent swings.
Double Lateral Slash	Yes	Heavy horizontal slash with both blades. Quickstep forward through it or sideways in the opposite direction of the swing, or interrupt it.
Cross Slash	Yes	Lunging scissor-type cross slash. Quickstep forward past it or interrupt her.
Transformation Attacks	Yes	Used periodically to switch between weapon modes. Interrupt her or quickstep forward past both versions of the attack.

Phase 2	Interrupt	Notes
Dive Bomb	No	Leaps high in the air, pauses and performs a forward dive at a fixed angle. Tracks laterally and creates an explosion when she lands; quickstep forward underneath her at shorter range and backward at mid range.
Blood Burst	Yes	Raises the blade above her head and performs a small frontal short- to mid-range area attack with a slightly delayed startup marked by blue particle effects. Interrupt it or quickstep forward past her just before she strikes.
Blood Stinger	Yes	Lowers the blade to her side and performs a mid- to long-range diagonal slash attack with a delayed startup marked by blue particle effects, sometimes followed by a second identical slash. Quickstep sideways one to two times just before she strikes.
Blood Lance	Yes	Levels the blade at her shoulder and performs a heavily-delayed long-range thrust attack in a straight line; the windup is marked by blue particle effects and she'll sometimes immediately follow up with a wide horizontal slash with the same reach. Quickstep sideways just before the first attack and either sideways through the second at a distance or forward past it at close range.

Phase 3	Interrupt	Notes
Flying Cross	Yes	Resembles the Cross Slash but with a delayed startup and fairly obvious telegraph. This move will instantly stagger you and if it connects, Maria will immediately attempt a visceral attack. Can be interrupted from a safe distance; otherwise quickstep forward past it.

Strategies

Key Strategies

During Phase 1 you may either quickstep forward past Maria's attacks and strike from behind with melee combos during her recovery or simply bait and interrupt her swings. Gunshots and projectiles are largely useless at long range as she will usually dodge them, but skirting just out of reach of her attacks and tempting her to take a swing will force her to commit to an attack animation and provide you with an opportunity to interrupt her. During Phases 2 and 3 it is no longer safe merely to quickstep forward through her attacks as the extended reach of her blades and the trails of fire left by her attacks will often strike behind her or in a 360-degree radius; you'll still need to use the evasive components of this tactic to avoid her forward combos, but the most reliable ways to damage her remain baiting opportunities for interrupts or knocking her down with the Beast Roar.

Phase 1

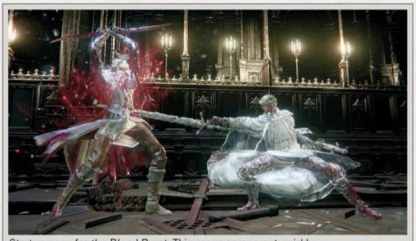
During this phase Maria will walk slowly toward you and begin launching attacks when she reaches mid range. Exploit this behavior to anticipate when she will strike and either interrupt her or quickstep forward through her swings and counterattack from behind. Some of Maria's delayed attacks such as her double slashes and Iai Blow leave enough time to interrupt them on reaction; it is also possible to set her up for an interrupt by baiting her to begin a combo, dodging the first hit and shooting her when she begins the second. Attacking Maria in the middle of one of her combos is strongly discouraged as there is a risk of hitting her while her super armor is in effect and becoming trapped in the rest of the combo when she absorbs the hit. Never attempt to dodge by backing up if you are anywhere inside mid range as almost all of Maria's attacks carry her forward by at least the length of a quickstep. Dodging diagonally forward past her will avoid nearly all her attacks during this phase, though the timing will be slightly delayed for her heavier swings. Maria is susceptible to stunlocks during her idle and walking animations, and can be trapped in combos with heavy weapons such as the transformed Kirkhammer and Ludwig's Holy Blade if the first hit causes her to flinch. She is especially vulnerable to being stunlocked after finishing a combo but will sometimes backstep away and escape after one or two hits; at this point she will usually initiate an immediate and fairly predictable melee counterattack, opening herself up to an interrupt. Beware that Maria also has super armor during her recovery from being knocked down and if she is flattened with the first hit of a Kirkhammer charge combo, the followup swing will NOT send her flying if it connects and will instead leave you open to a counterattack. Faster weapons such as the Kirkhammer's longsword and the transformed Blades of Mercy ARE effective for stunlocking Maria as she recovers from being knocked down; this can be used to set her up for extremely long combos such as a visceral attack followed by an R1 chain as she regains her footing. She'll usually be focused on attempting to counterattack at this point, so she will often not bother trying to quickstep out of the combo. Be sure you conserve enough stamina to quickstep forward past her after the last hit of the R1 chain, though,

as fully depleting your reserves will give her an opening to counterattack. Reduce Maria's health to just above 60%, then interrupt her and perform a visceral attack (and ideally an R1 combo as she stands up) to minimize the amount of time you'll have to spend fighting her far more dangerous Phase 2 attacks.

Startup pose for the Blood Lance. Watch out for the swift followup if you're close!

Phase 2

When Maria's HP drops below 60% she will use a spherical area attack in which she impales herself with her blades, causing a small explosion centered on herself. She has infinite super armor and cannot be staggered during this attack; at this point the length of her weapons will increase drastically and she will begin using her Phase 2 moves in addition to those from Phase 1. Bear in mind that while the animations for her Phase 1 attacks are still the same, these swings can now reach you from much greater distances due to the increased length of her blades. The safest opportunities to use Blood Vials are largely limited to the recovery periods of her slower moves and while standing behind her after quickstepping forward through one of her combos; do not under any circumstances attempt to heal yourself while standing in front of her unless she is very far away from you and even then, keep a close eye on her to be sure she isn't about to hit you with a Blood Lance. Interrupts are riskier during this phase due to the increased range of Maria's attacks, but are still the best way to finish her quickly. Baiting her melee combos at mid range (leaving enough room to quickstep backward away from the first attack and calculate the timing of a gunshot to interrupt a subsequent swing) is the most reliable means of dealing damage. She can still be stunlocked with melee combos, but will counterattack more aggressively if she escapes. Reduce her health to just above 30% and interrupt one of her swings, then hit her with a visceral attack and an R1 combo as she stands up in order to help end Phase 3 as quickly as possible.



Startup pose for the Blood Burst. This move comes out quickly, but you can still interrupt it with careful timing.

Startup pose for the Blood Stinger. Watch for the followup slash after you dodge the initial attack.

Phase 3

When Maria's HP drops below 30%, she will run away from you and float into the air for a few seconds, then generate a large AoE explosion around herself and power up her swords. She can be attacked during this move but it has infinite super armor and she is immune to staggering for its duration. The AoE lingers just long enough that the quickstep's invincibility frames cannot be used to dash through it; if you decide to attack Maria during this time, quickstep backward twice when the sound of swirling blood begins to fade. Maria will continue using all of her previous attacks during this phase, but their range will increase even further and they will now leave lingering trails of flame which will damage you on contact. The radii of her area attacks such as the Blood Burst increase substantially at this point and she will begin using a slower version of her Cross Slash to stagger you, following up immediately with a visceral attack if it connects. Attempting to bait interrupts from the front is now extremely risky; quickstepping forward past her swings and counterattacking from behind is still fairly reliable, but it is almost impossible to avoid taking damage from the trails of fire. Lead Elixirs will prevent flinching due to residual fire damage, but direct hits with Maria's blades will still cause heavy hitstun. Make every effort to end the battle quickly when this phase begins – taking too much time greatly increases the risk of being clipped and killed by a stray slash from across the arena.

Startup pose for the Flying Cross. This move is easy to interrupt, but will stagger you if it connects.

Orphan of Kos

Preparation

Equipment and runes that reduce physical or arcane damage can be helpful for a defense-oriented approach, but you may find that Communion or Clawmark runes provide more substantial benefits during this fight. Despite being the offspring of Kos, the boss is NOT part of the Kin family and thus is not affected by Kinhunter attack bonuses, so use either Tempering, Nourishing or Adept gems instead depending upon which weapon you choose. The Orphan of Kos has no particular strengths or weaknesses to specific damage types, but fast weapons with decent reach such as the Kirkhammer's longsword and the Saw Cleaver will fare better than those with slower attacks. A notable exception is the Whirligig Saw, which can deal damage very quickly during the limited safe openings with its transformed L2 attack. The Cannon and Church Cannon can instantly knock the boss out of certain attacks which would otherwise require complex evasive action or multiple hits from the Fists of Gratia, and will deal heavy damage if augmented with Bone Marrow Ash. For Bloodtinge builds, the Evelyn or Repeating Pistol are also good candidates for Bone Marrow Ash; alternately, the arrows from Simon's Bowblade can inflict tremendous amounts of damage with high Bloodtinge if the weapon is set with three high-level Damp gems. Arcane builds will need tools with faster activation times such as the Executioner's Gloves, Tiny Tonitrus or Blacksky Eye and will find comparatively few safe opportunities to use A Call Beyond.

3

Overview

The Orphan of Kos is one of the most aggressive bosses in the game, particularly during the second phase of the battle. He is susceptible to interrupts and staggers during both phases, but landing them can be extremely difficult during Phase 2 due to his speed and highly unpredictable movements. He can swing his blade around him on an elastic tendon to strike at multiple ranges from a single position, and many of his combos create small zones of splash damage that can hit you on the ground while you're helpless. He is protected by super armor during all of his attacks, but is vulnerable to being stunlocked during his walking and idle animations; however, he will rarely stand still long enough for a full R1 combo to connect. His relentless attack patterns during Phase 2 give a whole new meaning to the term "Heat Up;" his movements become extremely erratic and difficult to predict at this point, and he will begin using several rapid, wide-ranging area attacks that can be exceedingly tricky to avoid.

Many of this boss' attacks have deceptively long reach and will hit you if you attempt to quickstep backward.

Environment

You'll face the Orphan of Kos in a small coastal inlet consisting of a gently-sloped beach leading down to a wider stretch of shallow water. The corpse of the Great One, Kos, lies in the center of the beach and a collection of boulders and dead shrubs line the rock walls leading down to the water's edge. In terms of environmental collision, the water is actually the best place to fight as it provides a wide, flat and completely unobstructed battlefield free of obstacles of any kind; however, do note that there is a hard boundary some distance out to sea where the water deepens and it is possible to back yourself up against this invisible wall if you don't pay attention to your position. Keeping the battle in the shallow water as far away from Kos' corpse as possible is crucial during Phase 2 – the boss will periodically use a massive area attack that originates from the corpse and spreads quickly outward, so the farther you are from the beach, the more time you'll have to avoid it.

The long startup of Bolts of Sorrow provides a good chance to attack the boss...

...but don't get greedy – keep a close eye on the corpse of Kos!

Basic Information

			Item Drops											
Fishing Hamlet	19217	60000	Kos Parasite [100%]	183	183	183	183	274	205	228	999	999	—	—

Key Attacks

Phase 1	Interrupt	Notes
720 Swing	Yes	Swings his sword in a short-range 360-degree ring followed immediately by a mid-range 360-degree ring. Interrupt it at the very beginning of the animation or quickstep backward from the first swing and forward past the second, or quickstep backward three times to outrange both swings.
Uppercut Swing	Yes	Delayed mid-range forward uppercut used on its own and at the end of combos; strikes directly behind him when the blade returns to his hand. Interrupt it or quickstep forward past his left side.
Leaping Dive	Yes	Leaps into the air and performs a forward dive at a fixed angle after a very short delay. Almost impossible to interrupt due to unfavorable targeting; quickstep forward past it at close range or backward one to two times at mid range.
Airborne Strike	Yes	Leaps into the air and strikes the ground in front of him with a close to mid-range sword slam while hovering. Nearly impossible to interrupt; quickstep forward past it at close range or backward twice from mid range.
Guillotine Slam	Yes	Slow two-handed downward chop performed at close range, sometimes to open a combo. Reaches slightly farther than it looks like it should; interrupt it from no less than two quicksteps' distance away or quickstep forward past it if any closer. Be prepared for follow-up swings.
Visceral Grenade	Yes	Rips a chunk of flesh from his abdomen and throws it at you from all ranges. Tracking is unavoidable; the only way to escape is to block it with the terrain or quickstep sideways the instant before it explodes. Shooting him before he throws the projectile will destroy it, cancelling the attack.
Visceral Groundburst	Yes	Rips a chunk of flesh from his abdomen and drives it into the ground at his feet, creating a large frontal explosion. Extremely difficult to avoid at close range but quickstepping twice forward past him has the best chance of success; otherwise quickstep backward twice to escape. Shooting him before he strikes the ground will destroy the chunk of flesh and cancel the attack.

Phase 2	Interrupt	Notes
Double Uppercut	Yes	Two-hit frontal launcher followed by at least one downward slam if it connects. Interrupt it or quickstep forward past him at close range; otherwise quickstep back one to two times.
Feint Rush	Yes	Extremely quick two-hit long-range dash attack in a straight line. Very difficult to avoid if not anticipated; interrupt it or quickstep sideways one to two times to avoid it.
Ferocious Dive	Yes	Heavier version of his jump attacks from Phase 1, but with stronger tracking. He can repeat it up to three times consecutively at different intervals; quickstep forward underneath him at close range or backward twice per jump attack at mid range until you are out of reach.
Visceral Assault	No	Throws multiple chunks of flesh at the ground in a line creating a wall of large explosions in front of him, sometimes used to end combos or immediately after a Visceral Groundburst. After the first wave he will often leap 90 degrees to your side and perform the attack again. Virtually impossible to dodge at close range; quickstep backward twice to avoid each wave or break his super armor with a Cannon shot to knock him out of it.
Visceral Bombardment	No	Flies into the air and rains Visceral Grenades on a large circular target area beneath him. Each projectile creates an initial explosion and a forward wave of smaller explosions that moves outward along the ground. Quickstep backward up to three times from mid range or stand directly beneath him if already at close range when he initiates the attack.
Bolts of Sorrow	No	Screams for about three seconds. Roughly 1.5 seconds into the scream a massive bolt of lightning will strike the corpse of Kos in the middle of the beach and release large waves of lightning outward from that spot in six directions. Three waves will always head directly toward you and the center of these will always target your position when the attack activates; lock off and watch Kos' corpse when he begins screaming, then run or quickstep sideways to slip through the gap between the waves of lightning. A Cannon shot during the first second of the scream will break his super armor and cancel the attack, but he cannot be staggered out of it from behind.

Key Strategies

During Phase 1 the boss will walk slowly toward you at a distance and begin attacking when he reaches mid range. Standing close to him for any length of time is not safe as he uses extremely rapid melee combos with heavy hitstun which can strike around him at all angles; the only safe opportunities to attack him at close range are after dodging one of his combos or individual swings, and you'll only have time to swing once to twice before he recovers and launches a counterattack. The strafe-and-bait strategy works relatively well during Phase 1 if you intend to fish for interrupts, but carries far greater risk during Phase 2 due to the ceaseless onslaught of rapid knockdown attacks. Ranged chip damage is a viable strategy during Phase 2 if you can hit hard enough to make it worthwhile; Simon's Bowblade with Blood Bullets, three Oedon Writhe runes and three high-level Damp gems is ideal for this purpose and will afford you far more safe opportunities to attack the boss than close-range weapons.

Phase 1

Quickstep forward past his combo attacks, hit him once or twice and strafe or quickstep out of range before he can turn to face you. The safest strategy (although still risky) is to stay no closer than mid range and bait him into using one of his slower attacks such as the Uppercut Swing or Guillotine Slam, then interrupt him. If he uses a faster attack and you aren't confident in your ability to time an interrupt correctly, quickstep backward one to two times and try again. Apart from the special attacks listed in the table above, the Orphan of Kos uses a generic set of rapid close-range melee combos consisting of horizontal and vertical swings with widely-varied timing. Many of these are delayed long enough that quickstepping immediately after being struck will cause you to get hit again by the next attack; however, he will frequently mix up his combos to prevent you from reliably anticipating them. The only safe opportunities to heal are during the recovery of one of his slower attacks and when far away from him at long range; the forward momentum of his melee attacks will usually enable him to hit you if you attempt to use Blood Vials up close. It's worth trying to shoot him out of his Visceral Grenade and Visceral Groundburst if you identify them quickly enough; the Visceral Grenade in particular can be extremely difficult to dodge correctly due to the precise timing required, especially if you're caught along the walls or in the narrow area near the entrance of the boss room. Reduce the Orphan's health to just above 50%, then interrupt him and perform a visceral attack to help reduce the amount of time you'll have to spend dealing with his dangerous Phase 2 attacks.

Overhead view of Bolts of Sorrow. Note that the center lightning blast will always target your location at the time of the attack.

Phase 2

When the Orphan's health drops below 50% he will generate a small explosion centered on his own body and sprout wings, signaling the beginning of Phase 2. He attacks far more aggressively during this phase and will constantly chase you down at a fast dash; moreover, his melee combos and special moves become much less predictable and tend to strike wider areas at longer ranges. He will now often dodge to your side before initiating physical attacks and uses many swings that reach directly behind him, so you'll have to either chip him out from a distance with ranged attacks or take what limited opportunities you safely can to strike him from behind during the short recovery periods after his combos. In general, make every effort to keep him no closer than mid range and to stay behind him if he does manage to close the gap. Baiting his more predictable attacks from a distance and interrupting them is still the safest strategy, but requires a great deal of attention to his movements in order to avoid miscalculating a dodge. The best opportunities to heal are when he is far away and during the longer recovery periods of his moves; also beware that he will sometimes attempt to trick you by following up with another attack when he appears to have ended a combo. Beware that he can now also repeat certain attacks in immediate succession – as many as three consecutive times in the case of his Ferocious Dive. Be absolutely sure to keep the fight to the water during this phase; if you're anywhere near the corpse of Kos when the Orphan uses Bolts of Sorrow, you may be unable to get out of the way in time. This move also offers one of the best opportunities to attack the boss without fear of reprisal, ideally by knocking him out of it with a Bone Ashed Cannon shot before he can summon the lightning.

Chapter 4

Arsenal & Attire

The hunter's arsenal, and the possibilities that come with it, are at Bloodborne's very core and they've been greatly, ingeniously expanded in The Old Hunters. There is much for even the veteran hunter to explore – many new tricks at your disposal, increased options for customisation and fancy new fashions to lust after – and it's all spread across the following pages and backed up by hard, shimmering data.

About this Chapter

The pages that follow contain a treasure trove of weapon data and analysis. We've tried to make it as easy as possible to compre weapons and attacks. With that in mind, pay particular attention to the Attack Table for your favorite weapon; there are often small nuances in the numbers that you may otherwise miss!

Weapon Attack Data

The weapon attack data tables cover the key information about each attack. To ensure you know what each entry means, they are all explained in detail here.

Excerpt from Beasthunter Saif Attack Table

1 Attack	2 Dmg ×	3 Type	4 Stamina	5 Impact
R1	1.10	Physical	30	Normal
R1 (backstep)	1.00	Physical	25(+10)	Normal

1. **ATTACK** This column shows the attack's name. Attacks are named for the input command required to execute them. Check out the notes column for additional info.

2. **ATTACK DAMAGE MULTIPLIERS** Your attack's power is equal to the attack power of your weapon times the attack's unique multiplier number – higher multipliers mean stronger attacks. Refer to the Training Manual chapter in the original Bloodborne guide if you want to learn more about damage calculation.

3. **TYPE** Damage type determines which gems will boost your attack and which type of defense the enemy will use to reduce the damage. If multiple types are listed, the attack has two separate damage components that are calculated separately.

4. **STAMINA** Each attack has its own unique cost in stamina. Numbers in parentheses indicate the cost of the additional action required to execute the attack. For example, a backstep attack requires a backstep, which costs 10 stamina.

5. **IMPACT** When you hit an enemy, it will be stunned momentarily. Impact is an assessment of how heavy the stun will be. The scale is Light > Normal > Heavy > Massive. Attacks with Massive Impact often cause knockdowns. Refer to the Training Manual in the original Bloodbonre guide for additional information on Impact.

Damage from Upgrades

As you upgrade a weapon, the base attack values and scaling increase. For scaling, "E" is the worst, "A" is the second best, and "S" is the highest value. E < D < C < B < A < S.

Beasthunter Saif Damage Upgrades Table

Weapon Level	Base	Scaling		
4	126	E	D	D
5	135	E	C	D

Average Attack Increase (Stat)

These tables will show you the approximate damage increase you will gain per point of a stat with a +10 weapon. There are three main ranges: 25 and below, 26 to 50, and 51 to 99. The Damage per Point is how much each point of the stat will raise your attack power in that range. The Estimated Attack Gained is how much attack power will gain from that range in total.

For example, if you have 12 points of skill and you are using a +10 Beasthunter Saif, you will gain about 3.79 attack power by going to 13 skill. If you went all the way from 11 to 25, you would gain about 53 attack power. The numbers are approximate due to in-game rounding. You can plan your character stats based on the damage ranges of your favorite weapon.

Beasthunter Saif Average Physical Attack Increase (Skill) Table

Stat Range	Damage per Point	Estimated Attack Gained
13 to 25	3.79	53
26 to 50	1.76	44
50 to 99	0.39	19

Available Gem Slots

This table will show you which gem slots are available for each version of your weapon. Slots are gained at upgrade levels 1, 3, and 6.

Beasthunter Saif Available Gem Slots

Weapon Type	Weapon Level		
	1	3	6
Normal	Radial	Radial	Waning
Uncanny	Radial	Radial	Triangular
Lost	Radial	Triangular	Waning

Acquisition

Here you'll find the list of locations where the different versions of your weapon can be found. Uncanny and Lost weapons are found in Root dungeons, but the Normal versions can be acquired through the main game.

Beasthunter Saif Acquisition

Type	Obtained from	Reference	Badge Required for Purchase
Normal	Hunter's Nightmare	p29	N/A
Uncanny	Chalice Dungeon treasures/ Chalice Dungeon rare shop	p174	N/A
Lost		p174	N/A

Attack Diagrams

The attack diagrams on the following pages are another way to show the attack speed information. In addition to giving you a visual reminder of what the attack looks like, they show the first and last hit frames (in red) to help you visually recognize them.

Beasthunter Saif

Unlike most trick weapons, the Beasthunter Saif does not begin in its folded state – the weapon will instead close when activated. Using it requires 9 strength and 11 skill, the latter of which it scales best with, so skill-focused hunters will find this weapon to be a decent option.Despite what its name might imply, the Beasthunter Saif does not provide any additional damage bonus against beasts, as it lacks a serrated blade. This weapon deals primarily in physical damage, with a few thrust and blunt attacks thrown into the mix. However, these attacks can be slow and are not always optimal for handling enemies with specific weaknesses; it's recommended you carry a secondary option such as a thrust or blunt type weapon, or Molotovs.

A trick weapon used by the old hunters. A second blade is found inside the curve of the main one. In its initial form, the saif can be wielded like a long curved sword, but when transformed, its blade is contracted, allowing for quick, repeated stabs. Although this trick weapon weapon allows for adaptive combat, it was later replaced by saws and similar weapons that were more effective at disposing of beasts.

Gem Advice

You can convert the Beasthunter Saif into an elemental weapon, but doing so would bea waste of your gem slots; this weapon scales little with arcane, meaning elemental damage will be low in turn. The Beasthunter Saifn outputs almost exclusively physical damage so slotting tempering gems will greatly increase your damage dealt.

One of the main advantages of the Beasthunter Saif's transformed mode is its speed. Since you'll be bombarding enemies with rapid attacks, you can build up heavy amounts of poison by slotting Murky or Dirty bloodgems to it. Consider slotting stamina cost reducing Radiant gems instead; this can mitigate the high stamina consumption of the normal mode and allow for longer combos when transformed.

Acquisition

Type	Obtained from	Reference	Badge Required for Purchase
Normal	Hunter's Nightmare	p29	N/A
Uncanny	Chalice Dungeon treasures/ Chalice Dungeon rare shop	p174	N/A
Lost		p174	N/A

Available Gem Slots

Weapon Type	Weapon Level		
	1	3	6
Normal	Radial	Radial	Waning
Uncanny	Radial	Radial	Triangular
Lost	Radial	Triangular	Waning

Average Physical Attack Increase (Strength)

Stat Range	Damage per Point	Estimated Attack Gained
9 to 25	1.56	25
26 to 50	0.72	18
50 to 99	0.18	9

Note: this table represents growth with a +10 weapon

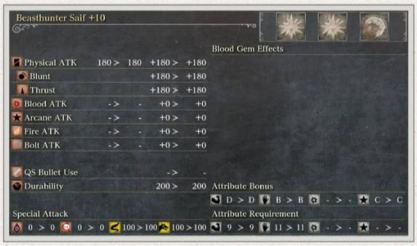
Average Physical Attack Increase (Skill)

Stat Range	Damage per Point	Estimated Attack Gained
11 to 25	3.79	53
26 to 50	1.76	44
50 to 99	0.39	19

Note: this table represents growth with a +10 weapon

Damage from Upgrades

Weapon Level	Base	Scaling		
0	90	E	D	D
1	99	E	D	D
2	108	E	D	D
3	117	E	D	D
4	126	E	D	D
5	135	E	C	D
6	144	E	C	D
7	153	E	C	D
8	162	E	C	D
9	171	E	B	D
10	180	D	B	C



Normal Mode Tactics

This mode exchanges the transform's high speed and low stamina consumption for better range and damage. The vast majority of its attacks are horizontal sweeps, making it incredibly useful for crowd control, though less than favorable for hitting larger enemy weak points. In case that you find yourself surrounded, this mode will serve quite well.

Normal Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	1.10	Physical	30	Normal	sweeping arc is good against crowds
↳R1 (2nd)	1.12	Physical	30	Normal	
↳R1 (3rd)	1.14	Physical	30	Normal	
↳R1 (4th)	1.16	Physical	30	Normal	
R1 (backstep)	1.00	Physical	25 (+10)	Normal	
R1 (rolling)	1.00	Physical	25 (+10)	Normal	fast startup after roll
R1 (frontstep)	1.00	Physical	25 (+10)	Normal	useful for hit-and-run tactics
R1 (sidestep)	1.00	Physical	25 (+10)	Normal	useful for hit-and-run tactics
R1 (dash)	1.20	Physical	40 (+X)	Normal	
R2	1.45	Physical	40	Heavy	
R2 (charged)	1.80	Blunt	60	Massive	continuously hold the button to execute; very good damage modifier
R2 (backstep)	1.30	Blunt	35 (+10)	Heavy	good damage; blunt damage typel good against specific foes
R2 (dash)	1.50	Physical	50 (+X)	Heavy	good against crowds
R2 (forward leap)	1.50	Physical	50	Normal	tap forward on the stick just as you press R2 to execute
Transform Attack	1.15	Physical	30(+X)	Light	press L1 while performing another action to execute; forced Guard Break

Normal Mode Key Attacks

Large horizontal arcs make up the entirety of the R1 swings. These attacks are good for handling large groups of weak enemies and catching dodging targets. For enemies with high super armor that require single hits, quickstep R1s will prove incredibly useful for jumping in and out of their range. Watch carefully and hang back to regenerate your stamina when necessary; this tactic will consume large amounts of it.

The standard R2's reach is only slightly better than that of the normal R1 and consumes more stamina. Even so, this can make quite the difference, especially owing to this attack's greater damage modifier. Speaking of high damage modifiers, the charged R2 has the highest across both modes. It can stagger from behind, and though the startup is slow, the attack itself is quick with massive impact.

The charged R2 is one of the two blunt attacks you can use during this mode. The other is the backstep R2, which is faster and more reliable for dealing this type of damage. A great addition for a hit-and-run play style is the transformation attack; this will send your character back and away from harm, while dealing a decent amount of damage.

Normal Mode R1

Normal Mode R2

Normal Mode Transform Attack

Transformed Mode Tactics

In its transformed mode, the Beasthunter Saif emphasizes speed and close range combat. Due to its short range, this mode is really only useful for tackling single or clustered targets directly ahead. What makes this mode unique is the initial forward momentum on opening attacks; this paired with its low stamina consumption makes it a fantastic weapon for a hit-and-run playstyle.

Transformed Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	0.95	Physical	20	Light	
↳ R1 (2nd)	0.98	Physical	20	Light	
↳ R1 (3rd)	1.00	Physical	20	Light	
R1 (backstep)	1.00	Physical	20 (+10)	Light	
R1 (rolling)	0.95	Physical	20 (+10)	Light	
R1 (frontstep)	0.95	Physical	20 (+10)	Light	useful for hit-and-run tactics
R1 (sidestep)	0.95	Physical	20 (+10)	Light	useful for hit-and-run tactics
R1 (dash)	1.10	Physical	30 (+X)	Light	
R2	1.30	Thrust	35	Normal	thrust damage type; good against specific foes
R2 (charged)	1.60	Thrust/ Blunt	50	Massive	continuously hold the button to execute
R2 (backstep)	1.25	Physical	30 (+10)	Normal	
R2 (dash)	1.40	Physical	45 (+X)	Normal	
R2 (forward leap)	1.40	Blunt	50	Normal	tap forward on the stick just as you press R2 to execute
Transform Attack	1.10	Physical	30 (+X)	Normal	press L1 while performing another action to execute; forced Guard Break

Transformed Mode Key Attacks

The opening R1 of the transformed mode has great forward momentum, allowing you to get in close before enemies can attack. Though the normal R1 chain reduces more enemy super armor per hit, this mode's R1 chain is faster at breaking super armor with its rapid hit succession. Combine these two strategies, and you can lock weaker enemies into an R1 chain before they can react, ending encounters about as quickly as they start; the quickstep R1s are great for this as well.

The R2 and charged R2 are this weapon's only thrust attacks. Against enemies with high physical defenses that are weak to thrust damage, you're better off using the standard R2, since the charged version will take too long. The standard R2 has decent forward momentum – keep a distance away from enemies and hit them with an R2 during their recoveries.

When used from behind, the charged R2 can stagger enemies, however, its range is low and can leave you open during the startup and recovery if you miss. This attack is unique in that it deals both thrust and blunt damage; when it does hit, make it count by equipping both thrust and blunt damage-increasing gems.

Transformed Mode R1

Transformed Mode R2

Transformed Mode Transform Attack

Beast Cutter

The Beast Cutter requires 11 strength and 9 skill to use. This weapon is quite similar in function to the Threaded Cane, but serves instead as a strong alternative for strength-focused characters. This weapon excels wonderfully in its versatility, but even more so with its impeccable range when transformed. Blunt damage is the Beast Cutter's forte. However, this is the only type of damage it inflicts. If you are using this as your main weapon, you'll want to carry a secondary option, unless you plan to brute force your way through things. It also receives a 20% damage bonus when used against enemies weak to serration in both modes!

A trick weapon wielded by the old hunters. This thick iron cleaver slices through the roughest of beast hides, and when transformed, the blade splits into sections, allowing one to lash it in the fashion of a heavy whip. This crude weapon relies on brute force and is regrettably inelegant, suggesting that the hunts of the earliest hunters made for horrific affairs, painted in sanguine blacks and reds.

Gem Advice

The most apparent of options is to use Adept (blunt) effect gems. Since every one of the Beast Cutter's attacks is blunt type, this will greatly boost your overall damage. Considering that the transform mode drains large amounts of stamina per swing, another good option would be to slot Radiant gems to this weapon.

The Beast Cutter's extended range when transformed will allow you to easily counterhit enemies from a distance. This makes for a viable tactic, only further enhanced by Finestrike's particular bonus. Additionally, as this weapon scales best with strength, you may want to consider slotting it with Heavy gems. Lastly, Striking gems should also be taken into consideration; these can be used to bolster the normal mode's already powerful charged R2 for massive damage.

Acquisition

Type	Obtained from	Reference	Badge Required for Purchase
Normal	Hunter's Nightmare	p24	N/A
Uncanny	Chalice Dungeon treasures/ Chalice Dungeon rare shop	p174	N/A
Lost		p174	N/A

Available Gem Slots

Weapon Type	Weapon Level		
	1	3	6
Normal	Radial	Radial	Triangular
Uncanny	Radial	Radial	Waning
Lost	Radial	Triangular	Waning

Average Physical Attack Increase (Strength)

Stat Range	Damage per Point	Estimated Attack Gained
11 to 25	3.21	45
26 to 50	1.56	39
50 to 99	0.33	16

Note: this table represents growth with a +10 weapon

Average Physical Attack Increase (Skill)

Stat Range	Damage per Point	Estimated Attack Gained
9 to 25	1.71	24
26 to 50	0.76	19
50 to 99	0.18	9

Note: this table represents growth with a +10 weapon

Damage from Upgrades

Weapon Level	Base	Scaling		
0	92	D	E	E
1	101	D	E	E
2	110	D	E	D
3	119	E	C	D
4	128	E	C	D
5	137	E	B	C
6	146	E	B	C
7	155	E	B	C
8	164	C	E	D
9	173	C	E	D
10	184	C	D	D

Normal Mode Tactics

The Beast Cutter's normal mode acts like a club with a basic, solid moveset. In this mode it relies primarily on quick, close-range hits; likewise, tackling single or a few closely grouped enemies is what it does best. In comparison to the transform mode, it is overall faster and less demanding of your stamina.

Normal Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	1.00	Blunt	25	Light	
↳ R1 (2nd)	1.02		25	Light	
↳ R1 (3rd)	1.04		25	Light	
↳ R1 (4th)	1.06		25	Light	
↳ R1 (5th)	1.08		25	Light	
R1 (backstep)	0.95		20 (+10)	Light	
R1 (rolling)	0.95		20 (+10)	Light	
R1 (frontstep)	0.95		20 (+10)	Light	
R1 (sidestep)	0.95		20 (+10)	Light	
R1 (dash)	1.10		35 (+X)	Normal	
R2	1.20		40	Normal	
R2 (charged)	1.90		70	Heavy	continuously hold the button to execute
R2 (backstep)	1.10		35 (+10)	Normal	good forward momentum
R2 (dash)	1.30		50	Heavy	
R2 (forward leap)	1.40		55	Heavy	tap forward on the stick just as you press R2 to execute
Transform Attack	1.40		45 (+X)	Heavy	press L1 while performing another action to execute; forced Guard Break

Normal Mode Key Attacks

The Beast Cutter's R1 chain is the quickest way to dish out some solid damage. This chain has a decent damage multiplier and swings from a variety of different angles. After the initial overhead swing, the rest will move in a diagonal or horizontal manner. Though this weapon is not recommended for handling groups of enemies, this string can be useful for fending off approaching enemies mid-combo. Quickstep R1s deal slightly less damage than the weapon's attack rating, but are quick with good forward momentum.

Normal Mode R1

The charged R2 is without a doubt this weapon's strongest attack. Charging this is slow, but with a damage multiplier of 1.90 it's well worth the wait. It can stagger when it connects with an enemy from behind, at which point you can follow through with a visceral attack or second charged R2. For a wide single strike you can use the standard R2; its forward momentum is great for hitting approaching enemies.

Normal Mode R2

No other attack breaks enemy super armor as easily as the jumping R2. Performing this attack will expend a lot of stamina, but deals good damage and it can even cause some stronger enemies to stumble heavily and instantly upon impact. Using this attack twice in a row is usually a bad idea. Most enemies will recover from the first and hit you during the startup of the second, so it's better to escape and regain your stamina.

Normal Mode Transform Attack

Transformed Mode Tactics

The Beast Cutter is a devastating weapon when used in transformed mode. In stark contrast to normal mode, attacks can reach exceptionally far and have great impact. The only drawbacks are its heavier stamina usage and slower swing speeds. Despite these shortcomings, the increased range and impact are what make this mode great.

Transformed Mode Attacks Properties

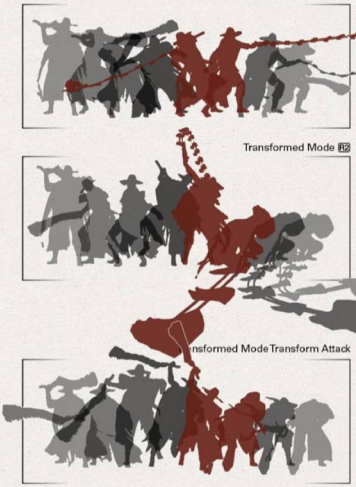
Attack	Dmg ×	Type	Stamina	Impact	Note
R1	0.95		30	Normal	sweeping arc is good against crowds
↳R1 (2nd)	0.98		30	Normal	sweeping arc is good against crowds
R1 (backstep)	0.90		30 (+10)	Normal	sweeping arc is good against crowds
R1 (rolling)	1.00		30 (+10)	Normal	
R1 (frontstep)	1.00		30 (+10)	Normal	
R1 (sidestep)	1.00		30 (+10)	Normal	
R1 (dash)	1.10	Blunt	35 (+X)	Normal	similar to the normal mode R1
R2	1.30		50	Heavy	key attack; great range and damage
↳R2 (2nd)	1.50		65	Massive	massive impact makes up for slow recovery
R2 (backstep)	1.20		40 (+10)	Heavy	great range; little forward momentum
R2 (dash)	1.35		55 (+X)	Heavy	great range; good against crowds
R2 (forward leap)	1.40		55	Heavy	tap forward on the stick just as you press R2 to execute
Transform Attack	1.50		50 (+X)	Normal	press L1 while performing another action to execute; forced Guard Break

Transformed Mode Key Attacks

The R1 chain swings in wide arcs ahead of your character and covers a decent amount of distance. The R1 chain has a damage multiplier lower than the weapon's attacking rating and consumes more stamina than the normal mode; however, its specialty lies in crowd control. These attacks are also useful for fighting in tight spaces; though they can rebound off walls or obstacles, they won't unless you're directly facing one.

If you need to use close range attacks without transforming to normal mode, rolling and quickstep R1s have you covered. Although these attacks are more stamina-intensive than their normal mode counterparts, they receive the full attack rating of the weapon. Take note that the dashing R1 uses the exact same damage multiplier and amount of stamina as the normal mode version.

The R2 is one of this weapon's best attacks by a long shot. Not only does this attack have incredible range, but it also utterly shreds through enemy super armor, causing even some of the largest of foes to stumble. In addition, the follow-up R2 has heavy impact and will allow you to flatten foes from a distance. A great tactic you can use is to ready this attack as an enemy approaches the tip of your range and hit them before they can react. With the correct timing and spacing, you can afford yourself relative safety during attacks.



Church Pick

To use the Church Pick, you'll need to have 14 skill and 9 strength, though all character origins will meet the strength requirement by default. If you plan to use this as your main weapon, don't bother investing in strength since it scales low with this stat. Instead, focus on leveling your skill to receive better damage bonuses. As its description states, this is a highly practical weapon. It has both physical and thrusting attacks, the latter of which make up the entirety of transform mode's moveset. The Church Pick's thrusting attacks have an interesting property; they deal an extra 20% of damage to both enemies weak to righteous and serrated weapons! It can even be buffed with elemental items, and with these things combined, the Church Pick will absolutely destroy some enemies.

> One of the old trick weapons of the Healing Church, a hunting weapon formed from one of the giant picks that appear in old beast tales. The Church Pick initially serves as a large sword, but when transformed, functions as an extended war pick. In spite of its origins, it is a highly practical weapon.

Gem Advice

You can turn the Church Pick into a purely elemental weapon with gems. It doesn't scale too well with arcane though, so it probably isn't in your best interest to do this. You might instead want to focus on bolstering its main damage type with Adept (thrust) effects. Tempering gems work well too, but Adept (thrust) effects will give you the larger bonus in damage.

The Church Pick's rolling and quick-step R1s are great for single hits in both modes. These attacks are often necessary for tackling more aggressive enemies with high super armor. You'll most likely be landing a lot of counter hits using them, so you can make the single hit approach much less of a chore with the Finestrike effect. There aren't too many enemies weak to righteous damage, so you'll probably want to ignore Kinhunter gems and instead use your slots for the Beasthunter effect.

Acquisition

Type	Obtained from	Reference	Badge Required for Purchase
Normal	Defeat Yahar'gul Hunter in Hunter's Nightmare	p31	N/A
Uncanny	Chalice Dungeon treasures/ Chalice Dungeon rare shop	p174	N/A
Lost		p174	N/A

Available Gem Slots

Weapon Type	Weapon Level		
	1	3	6
Normal	Radial	Radial	Triangular
Uncanny	Radial	Radial	Waning
Lost	Radial	Triangular	Waning

Average Physical Attack Increase (Strength)

Stat Range	Damage per Point	Estimated Attack Gained
9 to 25	2.13	32
26 to 50	0.96	24
50 to 99	0.22	11

Note: this table represents growth with a +10 weapon

Average Physical Attack Increase (Skill)

Stat Range	Damage per Point	Estimated Attack Gained
14 to 25	3.73	41
26 to 50	1.72	43
50 to 99	0.37	18

Note: this table represents growth with a +10 weapon

Damage from Upgrades

Weapon Level	Base	Scaling		
0	88	E	D	D
1	96	E	D	D
2	104	E	D	D
3	112	E	C	D
4	120	E	D	D
5	128	D	B	D
6	136	D	B	C
7	144	D	B	C
8	152	D	B	C
9	160	D	B	C
10	176	D	B	C

Normal Mode Tactics

The Church Pick's normal mode is quick, and will allow you to be nimble as well. Where this mode suffers is in its low reach, as you'll need to be right up against enemies to hit them. Stamina use isn't too bad though, so you can maneuver around quite a bit before attacking. If thrust attacks won't cut it against enemies with higher defenses, use this mode.

Normal Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	0.95	Thrust	20	Light	
↳R1 (2nd)	0.98	Physical	20	Light	
↳R1 (3rd)	1.02	Physical	20	Light	
↳R1 (4th)	1.06	Thrust	20	Light	
R1 (backstep)	0.95	Physical	20 (+10)	Light	forward momentum and sweeping arc are good against crowds
R1 (rolling)	0.95	Thrust	20 (+10)	Light	
R1 (frontstep)	0.95	Thrust	20 (+10)	Light	
R1 (sidestep)	0.95	Thrust	20 (+10)	Light	
R1 (dash)	1.05	Physical	30 (+X)	Normal	
R2	1.30	Thrust	40	Normal	better range than most attacks in this mode
R2 (charged)	1.70	Physical	55	Heavy	continuously hold the button to execute
R2 (backstep)	1.25	Physical	35 (+10)	Heavy	
R2 (dash)	1.40	Physical	50 (+X)	Heavy	
R2 (forward leap)	1.45	Physical	50	Heavy	tap forward on the stick just as you press R2 to execute
Transform Attack	1.20	Physical	30 (+X)	Heavy	press L1 while performing another action to execute; forced Guard Break

Normal Mode Key Attacks

The Church Pick's normal mode R1 chain opens with a thrust, and after two physical attacks, ends with another. If you have the stamina you can continue the combo, but it will repeat the sequence from the second hit onwards. It can be useful for dealing quick thrust damage, but you'll generally want to use the transform mode for these types of attacks. The R1 chain will stun lock enemies with next to no super armor with ease, but won't be as successful against more aggressive enemies with high super armor.

For these types of foes, you can use rolling and quickstep R1 attacks. Their range is quite short, however, so you'll most likely be dodging closely around your target to be able to attack. Since you'll be utilizing invincibility frames a lot more for these attacks, you'll also be landing a lot of counter hits. The standard R2 has better range and damage than most attacks in this mode, but requires precise aim if you're playing without using lock-on.

Thrust attacks are not ideal for all situations, of course, so the backstep R1 is worth keeping in mind. Despite this mode's usually short range, the forward momentum and horizontal swing of this attack make it quite useful for hitting multiple enemies. The transformation attack is another good option, especially when you need horizontal reach. The leaping R2 will deal physical damage as well with heavy impact, and has one of this mode's better damage multipliers.

Normal Mode R1

Normal Mode R2

Normal Mode Transform Attack

Transformed Mode Tactics

The Church Pick is an amazing weapon in transformed mode. Though it would appear to have no apparent thrust attacks, all of the moves in this mode will deal this damage type. Many attacks have similar damage multipliers and stamina costs to those in the normal mode, so you'll mainly be trading its higher speed for better range.

Transformed Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	1.05		25	Light	hits high; useful for striking enemy weak points
↳R1 (2nd)	1.00		25	Light	sweeping arc is good against crowds
↳R1 (3rd)	1.00		25	Light	sweeping arc is good against crowds
↳R1 (4th)	1.20		25	Normal	hits high; useful for striking enemy weak points
R1 (backstep)	0.95		20 (+10)	Light	
R1 (rolling)	1.00		20 (+10)	Light	
R1 (frontstep)	1.00		20 (+10)	Light	
R1 (sidestep)	1.00		20 (+10)	Light	forward momentum and sweeping arc are good against crowds
R1 (dash)	1.00	Thrust	35 (+X)	Normal	
R2	1.40		45	Normal	
R2 (charged)	1.90		70	Massive	continuously hold the button to execute
R2 (charged follow-up)	2.10		30	Massive	
R2 (backstep)	1.30		40 (+10)	Normal	
R2 (dash)	1.40		50 (+X)	Heavy	
R2 (forward leap)	1.50		50	Heavy	tap forward on the stick just as you press R2 to execute
L2	0.50		20	Normal	quick startup; short range
Transform Attack	1.35		35 (+X)	Normal	press L1 while performing another action to execute; forced Guard Break

Transformed Mode Key Attacks

The first R1 swings vertically overhead from your back to your front, and can be useful for striking weak spots on larger enemies. The subsequent two hits swing in wide horizontal arcs, which are great for crowd situations. These two attacks will also reach quite far around your character, and can fend off enemies trying to sneak up from behind. The last attack of the chain before it repeats is similar to the opening hit in speed and function, but deals much better damage.

Rolling and quickstep R1s cost the same amount they do in normal mode, but receive the Church Pick's full attack rating. They are also somewhat slower, but can still be better if you're going for single, solid hits. These attacks generally strike immediately ahead, but this is not the case for the sidestep R1, so keep this in mind when engaging multiple enemies. Another sweeping attack you can use is the backstep R1. The main thing its wider attacks have in common, including those in the R1 chain, is a prerequisite action. If you need something more immediate for controlling crowds, use the R2.

Fully charging the R2 will instead result in an overhead attack with a multiplier almost doubling your damage. This move can stagger when it connects with an enemy from behind, which you can then follow up with a rear visceral attack. An even better option is to use the follow-up R2; this can stagger as well, and has the highest damage multiplier of any the Church Pick's attacks. These attacks combined will do a horrendously large amount of damage, while taking a heavy toll on your stamina. Worry not though, since the amount of time it takes for most enemies to recover from this will give you plenty of time to distance yourself for regenerating stamina.

Holy Moonlight Sword

The Holy Moonlight Sword is a tremendously powerful weapon. It requires 16 strength, 12 skill and 14 arcane of its wielder. This weapon has comparatively lower base physical damage than Ludwig's Holy Blade and the Kirkhammer, but trumps both in overall damage by having the highest base arcane attack of any weapon in the game! Speaking of arcane, its transform mode can launch arcane waves outward, so it also doubles as a ranged weapon. In addition, it receives a good increase of scaling damage with high arcane levels and a 20% damage bonus against enemies weak to righteous weapons. In conjunction with its arcane damage, The Holy Moonlight Sword has very few physical or thrust attacks; its primary focus is instead on blunt damage. Without a doubt, this is an absolutely amazing weapon for strength and arcane specialized hunters.

An arcane sword discovered long ago by Ludwig. When blue moonlight dances around the sword, and it channels the abyssal cosmos, its great blade will hurl a shadowy lightwave. The Holy Moonlight Sword is synonymous with Ludwig, the Holy Blade, but few ever set eyes on the on the great blade, and whatever guidance it has to offer, it seems to be of a very private, elusive sort.

Acquisition

Type	Obtained from	Reference	Badge Required for Purchase
Normal	Speak to or attack Ludwig's head after killing him in Hunter's Nightmare	p158	N/A
Uncanny	Chalice Dungeon treasures/ Chalice Dungeon rare shop	p174	N/A
Lost		p174	N/A

Available Gem Slots

Weapon Type	Weapon Level		
	1	3	6
Normal	Radial	Triangular	Radial
Uncanny	Radial	Waning	Radial
Lost	Radial	Triangular	Waning

Average Physical Attack Increase (Strength)

Stat Range	Damage per Point	Estimated Attack Gained
16 to 25	4.22	38
26 to 50	2.04	51
50 to 99	0.43	21

Note: this table represents growth with a +10 weapon

Average Physical Attack Increase (Skill)

Stat Range	Damage per Point	Estimated Attack Gained
12 to 25	3.23	42
26 to 50	1.48	37
50 to 99	0.35	17

Note: this table represents growth with a +10 weapon

Average Arcane Attack Increase (Arcane)

Stat Range	Damage per Point	Estimated Attack Gained
14 to 25	1.89	34
26 to 50	1.40	35
50 to 99	0.31	15

Note: this table represents growth with a +10 weapon

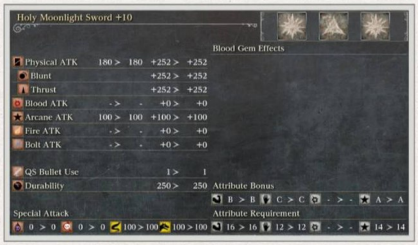
Damage from Upgrades

Weapon Level	Base		Scaling		
0	90	30	D	D	C
1	99	33	D	D	C
2	108	36	C	D	B
3	117	39	C	D	B
4	126	42	C	D	B
5	135	45	B	D	B
6	144	48	B	D	B
7	153	51	B	D	A
8	162	54	B	C	A
9	171	57	B	C	A
10	180	60	B	C	A

Gem Advice

Fire Paper and other buff items won't work on the Holy Moonlight Sword, so equipping it with an elemental gem to convert its damage is entirely pointless. Instead, you'll want to increase both of its inherent damage types. For this purpose, the use of Nourishing gems will benefit you greatly.

Though these won't increase your arcane damage, Adept (blunt) gems can be useful as this weapon's moveset is comprised of mainly blunt attacks. On that note, you may instead want to increase the damage of the few thrust attacks this weapon has for more versatility. Even players with high endurance may still want to offset the high stamina costs of the transform mode's attacks with Radiant Gems. This may take up valuable slot space, but will afford more aggressive players the stamina needed to maneuver as necessary.



Normal Mode Tactics

The Holy Moonlight Sword's normal mode uses a moveset typical of a greatsword. Many of its attacks swing in wide horizontal arcs making it a good tool for crowd control. A large portion of attacks in this mode are blunt, though it also contains this weapon's only two thrust attacks, which are strong and very useful. What this mode lacks in its presentation, it makes up for in practical ability.

Normal Mode Attacks Properties

Attack	Dmg ×	Arc Dmg ×	Type	Stamina	Impact	Note
R1	1.00	1.00	Blunt / Arcane	25	Normal	be careful not to strike walls; often rebounds against obstacles
↳ R1 (2nd)	1.02	1.02	Blunt / Arcane	25	Normal	be careful not to strike walls; often rebounds against obstacles
↳ R1 (3rd)	1.06	1.06	Blunt / Arcane	25	Normal	
R1 (backstep)	0.90	0.90	Blunt / Arcane	20 (+10)	Normal	
R1 (rolling)	0.90	0.90	Blunt / Arcane	20 (+10)	Normal	be careful not to strike walls; often rebounds against obstacles
R1 (frontstep)	0.90	0.90	Blunt / Arcane	20 (+10)	Normal	
R1 (sidestep)	0.90	0.90	Blunt / Arcane	20 (+10)	Normal	
R1 (dash)	1.10	1.10	Blunt / Arcane	35 (+X)	Normal	
R2	1.30	1.30	Thrust / Arcane	40	Normal	key attack; quick and strong;
R2 (charged)	1.80	1.80	Thrust / Arcane	60	Heavy	continuously hold the button to execute
R2 (charged follow-up)	2.00	2.00	Blunt/ Arcane	65	Massive	exellent follow-up against staggered enemies
R2 (backstep)	1.20	1.20	Blunt/ Arcane	35 (+10)	Normal	
R2 (dash)	1.40	1.40	Physical / Arcane	50 (+X)	Heavy	
R2 (forward leap)	1.30	1.30	Blunt / Arcane	40	Heavy	tap forward on the stick just as you press R2 to execute
Transform Attack	1.20	2.00	Blunt / Arcane	40 (+X)	Heavy	press L1 while performing another action to execute; forced Guard Break

Normal Mode Key Attacks

The Holy Moonlight Sword's normal R1 chain, rolling R1 and quickstep R1s are useful for managing crowds. Their use is heavily limited in cramped or narrow spaces, however, since the swings tend to rebound off walls and objects. The R1 chain is a series of back and forth swings. Though quite basic, this is exactly what makes them so effective, as the broad strokes will not miss too easily.

The normal R2 is one of the best attacks available in this mode. It's a thrust attack, which is useful against enemies weak to this damage type, but where it really shines is in its speed. When used repeatedly, this attack is only somewhat slower than the R1 chain, but will easily stumble most normal enemies with each strike. The main downside is that it consumes large amounts of stamina when used this way; however, this will usually kill the average enemy before it can react. The dashing R2 is another strong attack with heavy impact. It has good forward momentum and a solid damage multiplier, making it good for hit-and-run tactics.

The charged R2 is this weapon's only other thrusting attack. When it connects with an enemy's rear, it can cause them to stagger. This attack steps forward while using the full extent of the blade. Much like with the Rifle Spear, this can make sneak attacks much easier to execute, since you'll be less likely to gain their attention by getting too close. When you've staggered an enemy, you can follow through with a rear visceral attack or the follow-up R2. In combination with the initial charged R2, the follow-up will almost always break an enemy's super armor, inflicting massive damage and impact.

Normal Mode R1

Normal Mode R2

Normal Mode Transform Attack

Transformed Mode Tactics

While this mode retains the overall range and physical damage of the normal mode, its arcane damage is what makes it shine. Most attacks receive roughly a 40% increase in arcane damage. R2 attacks can send out projectile waves of arcane, with each costing a single bullet to use. Once you've run dry of bullets it will function as a normal greatsword, and the arcane multiplier will lessen. Stamina usage in this mode rivals that of the Kirkhammer, so you'll need to be careful to not run out while fighting.

Transformed Mode Attacks Properties

Attack	Dmg ×	Arc Dmg ×	Type	Stamina	Impact	Note
R1	1.00	1.40	Blunt / Arcane	35	Normal	
↳ R1 (2nd)	1.02	1.44	Blunt / Arcane	35	Normal	
↳ R1 (3rd)	1.06	1.50	Blunt / Arcane	35	Normal	be careful not to strike walls; often rebounds against obstacles
↳ R1 (4th)	1.06	1.50	Blunt / Arcane	35	Normal	be careful not to strike walls; often rebounds against obstacles
R1 (backstep)	0.90	1.26	Blunt / Arcane	30 (+10)	Normal	
R1 (rolling)	0.90	1.26	Blunt / Arcane	30 (+10)	Normal	be careful not to strike walls; often rebounds against obstacles
R1 (frontstep)	0.90	1.26	Blunt / Arcane	30 (+10)	Normal	
R1 (sidestep)	0.90	1.26	Blunt / Arcane	30 (+10)	Normal	
R1 (dash)	1.10	1.54	Blunt / Arcane	50 (+X)	Normal	
R2	1.20	0.98	Blunt / Arcane	50	Heavy	uses a bullet: launches 4× arcane damage lightwave
R2 (charged)	1.40	1.15	Blunt / Arcane	75	Normal	uses a bullet: launches 5.60× arcane damage lightwave
R2 (charged follow-up)	1.40	1.15	Blunt / Arcane	75	Heavy	uses a bullet: launches 5.60× arcane damage lightwave
R2 (backstep)	1.20	0.98	Blunt / Arcane	45 (+10)	Heavy	uses a bullet: launches 3.6× arcane damage lightwave
R2 (dash)	1.20	1.68	Blunt / Arcane	60 (+X)	Heavy	luses a bullet: launches 4.40× arcane damage lightwave
R2 (forward leap)	1.30	1.82	Blunt / Arcane	60	Heavy	uses a bullet: launches 4.80× arcane damage lightwave
L2	1.50	2.10	Physical / Arcane	80	Massive	strong knockback; uses a bullet: 3× arcange damage
Transform Attack	1.30	2.60	Blunt / Arcane	60 (+X)	Massive	press L1 while performing another action to execute; forced Guard Break

Transformed Mode Key Attacks

The first two attacks of the R1 chain strike in a vertical manner. The first is an overhead, yet it lacks the range to strike most enemy weak points. Any attacks past these first two will swing horizontally, which is useful against groups or enemies that approach you mid-combo. Though this requires more stamina, the dashing R1's multiplier is higher than the peak point of the R1 chain. This can be handy against enemies with higher values of super armor that require a single hit approach.

Aside from when plunging, each of the R2 attacks in this mode will launch an arcane wave a good distance ahead. These projectiles will deal decent damage by themselves if you plan to use them for ranged combat. However, these attacks are especially devastating in combination with the blade at close range. That being the case, if you have at least two bullets and stagger an enemy from behind with a charged R2, instead of using a rear visceral attack, you can use the follow-up R2 for even greater damage and massive impact.

The L2 is one of the Holy Moonlight Sword's best attacks. It can launch even the larger foes far backward with massive impact, regardless of whether or not it has broken their super armor. This is especially useful against closely grouped enemies or for knocking opponents off cliffs and ledges. Be warned however, that the use of this move requires a significant amount of stamina and a single bullet.

Transformed Mode R1

Transformed Mode R2

Transformed Mode Transform Attack

Simon's Bowblade

Simon's Bow Blade requires 8 strength, 15 skill and 9 bloodtinge to use. Investments in strength will have no effect on its damage, so this definitely isn't weapon for characters highly invested in this stat. Its physical attack scales with skill, while bow shots scale with bloodtinge. Both of these stats receive high scaling bonuses, especially at high levels of upgrade. The Bowblade is a superb weapon in both modes, but it's most attractive feature is its long range attacks. If you haven't considered upgrading bloodtinge before, this weapon might just change that. The transform mode is incredibly useful; though it requires both hands, so you won't be able to use a firearm. Shots from the bow use bullets, but they won't interrupt enemy attacks. They're still very useful though, so equipping the Formless Odeon rune to increase the amount of bullets you can hold is a good idea.

Choice weapon of Simon, one of the first Healing Church Hunters. Simon despised firearms, and so the Church workshop had this specially fashioned to his liking. The large curved blade serves as a bow when transformed. But aside from a few close friends, Simon was scoffed at for his choice of arms, for who would dare face the beasts with a measly bow?

Acquisition

Type	Obtained from	Reference	Badge Required for Purchase
Normal	Complete Simon, Seeker of Secret's quest or kill him.	p157	N/A
Uncanny	Chalice Dungeon treasures/ Chalice Dungeon rare shop	p174	N/A
Lost		p174	N/A

Available Gem Slots

Weapon Type	Weapon Level		
	1	3	6
Normal	Radial	Triangular	Radial
Uncanny	Radial	Waning	Radial
Lost	Radial	Triangular	Waning

Average Physical Attack Increase (Skill)

Stat Range	Damage per Point	Estimated Attack Gained
15 to 25	3.53	53
26 to 50	2.44	61
50 to 99	0.55	27

Average Blood Attack Increase (Bloodtinge)

Stat Range	Damage per Point	Estimated Attack Gained
9 to 25	5.00	80
26 to 50	2.48	62
50 to 99	0.53	26

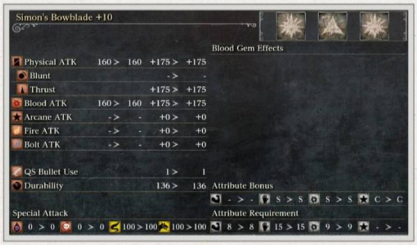
Damage from Upgrades

Weapon Level	Base		Scaling		
0	80	80	C	C	D
1	88	88	B	B	D
2	96	96	B	B	D
3	104	104	B	B	D
4	112	112	B	B	D
5	120	120	A	A	D
6	128	128	A	A	D
7	136	136	A	A	D
8	144	144	A	A	C
9	152	152	A	A	C
10	160	160	S	S	C

Gem Advice

Although you can't buff this weapon with items, or turn it into a completely elemental weapon with gems, you'll still have a number of options before you. Tempering effects work well for increasing your physical damage, while Nourishing gems will increase both of this weapon's damage types. Similarly, Bloodtinge and Odd Bloodtinge gems will increase shot damage. You won't always have a full supply of bullets, though, so focusing on both damage types might be the better choice.

Attacks in normal mode can build up large amounts of poison if slotted with stronger Murky and Dirty gems. You may land a lot of counter-hits using the Bowblade's ranged attacks, so Finestrike is another strong option. While both of the Bowblade's charge attacks will benefit from Striking gems, it has more interesting implications on the transform mode version. The shot from this attack deals solid damage, and the Striking effect can greatly boost it, allowing you to deal amazing damage from a distance.



Normal Mode Tactics

The Bowblade's normal mode attacks are fluid and combo into each other nicely. Attacks are also quick, which is good against evasive enemies that can be hard to hit with ranged attacks. Its stamina use is quite balanced, so you won't need to worry about running out too much.

Normal Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	1.00	Physical	20	Light	
↳ R1 (2nd)	1.02	Physical	20	Light	
↳ R1 (3rd)	1.04	Physical	20	Light	
↳ R1 (4th)	1.08	Thrust	20	Light	thrust damage type; good against specific foes
R1 (backstep)	1.05	Thrust	15 (+10)	Light	thrust damage type; good against specific foes
R1 (rolling)	1.05	Physical	15 (+10)	Light	
R1 (frontstep)	1.05	Physical	15 (+10)	Light	
R1 (sidestep)	1.05	Physical	15 (+10)	Light	
R1 (dash)	1.10	Physical	25 (+X)	Light	
R2	1.30	Physical	30	Normal	
R2 (charged)	0.80	Physical	20	Normal	continuously hold the button to execute; thrust damage type
R2 (charged) (2nd hit)	1.71	Physical	30	Normal	second hit
R2 (backstep)	1.35	Physical	35 (+10)	Normal	
R2 (dash)	1.30	Physical	45 (+X)	Normal	
R2 (forward leap)	1.20	Physical	40	Light	tap forward on the stick just as you press R2 to execute
Transform Attack	1.15	Blood	35 (+X)	Normal	press L1 while performing another action to execute; shoots an arrow; uses a bullet; uses Blood Atk value

Normal Mode Key Attacks

The R1 chain uses a good combination of speed and damage. It even ends with a thrust attack, which is useful against enemies weak to this type. Backstep R1 is a more useful and accessible thrust attack, and worth keeping in mind. Rolling and quickstep R1s are excellent for dealing with foes requiring a more single hit approach, and they transition smoothly into the R1 chain too. These attacks usually score lower than most of a weapon's attack ratings, so the Bowblade is unusually efficient in this area.

Normal Mode R1

The standard R2 steps forward while slashing in a wide horizontal arc. This has a very solid damage multiplier and works great against multiple enemies. The charged R2 hits twice and deals a lot of damage. The second hit alone has the highest multiplier of any of the Bowblade's attacks and can ever stagger enemies from behind.

Normal Mode R2

The transformation attack is a great lead-in to the Bowblade's transform mode. It will send you a good amount back while letting an arrow loose. You can gain even more distance by using this as a follow-up to a backward quickstep, which you'll usually want when switching to the transform mode. Just make sure you have at least one bullet, or you'll use the transform mode's L2 attack, which probably isn't very useful for this purpose.

Normal Mode Transform Attack

Transformed Mode Tactics

Simon's Blowblade is a powerful ranged weapon when transformed. Arrow shots travel long distances, so you can deal some good damage without putting yourself in harm's way. Each shot takes a bullet to use, which isn't too demanding but can add up rather quickly. You'll still have a few melee attacks when you run out of bullets, but these are inferior compared to the normal mode, so it's better to switch back when this happens.

Transformed Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	1.15	Blood	30	Light	shoots an arrow; uses a bullet; uses Blood Atk value
R2	1.51	Blood	60	Normal	shoots an arrow; uses a bullet; uses Blood Atk value
R2 (charged)	2.16	Blood	90	Heavy	shoots an arrow; uses a bullet; uses Blood Atk value; can stagger from long distances
R2 (forward leap)	1.20	Physical	40	Normal	tap forward on the stick just as you press R2 to execute
L2	0.70	Physical	15	Light	quick startup; all arrow attacks will perform this when empty on bullets
Transform Attack	1.35	Thrust	35	Normal	press L1 while performing another action to execute; forced Guard Break

Transformed Mode Key Attacks

There's little variety to the transform mode moveset. Your main method of attack, so long as you keep a steady supply of bullets, is arrow shots. The R1 shoots quickly, but in turn deals relatively low damage. This attack is best used for chipping away at enemy health, or finishing them off. The Standard R2 is slower than the the R1, but it deals much better damage. It uses twice the amount of stamina, though, but this won't be much of an issue if you're fighting from afar.

A fully charged R2 travels just as far as other shots, but can stagger foes from behind, even at long distances! Obviously, if you can't reach your target, you won't be able to follow through with a rear visceral attack, so this attack works much better as a support tool; try coordinating with ally players online. While enemies are distracted by an ally hunter, you can fish to stagger from a safe distance, which they can in turn follow up with a rear visceral attack. Another great use of this attack is for staggering fleeing targets, which may come in handy for handling more defensive players.

If you run out of bullets, you won't be completely defenseless – just incredibly limited. Attacks which would otherwise shoot arrows will perform the same attack as the L2. Its hits fast, but deals low damage and doesn't repeat quickly, so don't rely on it. The leaping R2 is quite literally a bow attack. Your character will jump forward and lunge with the bow; this does better damage than the L2, but you can deal more with a quickstep and transformation attack. This will cost only slightly more stamina, the damage is worth it.

Rakuyo

As its description states, the Rakuyo demands great dexterity. To wield this trick sword, you will need to have 10 strength and 20 skill. This weapon receives no scaling bonuses from strength – it's a skill weapon, and it scales highly with this stat. Increasing its damage is very straightforward since you'll only need to invest in one stat, and this will free you to pursue other attributes. Attacks are on par with the speed of the Chikage and use a similar amount of stamina; if the Chikage is a bit too risky for your tastes, this is a great alternative. The Rakuyo uses a mixture of normal physical and thrust attacks across both modes. If you look at the tables, you'll notice there are less thrust attacks overall, but they're usually good enough to warrant their use.

Hunter weapon wielded by Lady Maria of the Astral Clocktower. A trick sword originated in the same counter as the Cainhurst Chikage, only this sword feeds not off blood, but instead demands great dexterity. Lady Maria was fond of this aspect of the Rakuyo, as she frowned upon blood blades, despite being a distant relative of the queen. One day, she abandoned her beloved Rakuyo, casting it into a dark well, when she could stomach it no longer.

Gem Advice

You can make the Rakuyo a purely elemental weapon with the use of gems, but its arcane scaling is low, so it's not the most effective use of slots. Considering that the majority the Rakuyo's attacks are normal physical type, Tempering effects will do well to increase its damage. If you want more use out of its thrusting attacks, you can slot Adpet (blunt) effect gems.

A lot of really good attacks will use a lot of stamina; two noteworthy examples are the transformed R2 and L2 chains. Radiant gems will do well to combat their heavy stamina consumption, so consider these if you're willing to use slots for something other than damage. Some thrusting attacks have good forward momentum in addition to range; these attacks (among others) will land you a lot of easy counter hits, so Finestrike might be a good use of a gem slot.

Acquisition

Type	Obtained from	Reference	Badge Required for Purchase
Normal	Defeat the Giant Fishman hanging from the ceiling in the cave below the well in the Fishing Hamlet	p50	N/A
Uncanny	Chalice Dungeon treasures/ Chalice Dungeon rare shop	p174	N/A
Lost		p174	N/A

Available Gem Slots

Weapon Type	Weapon Level		
	1	3	6
Normal	Radial	Radial	Triangular
Uncanny	Radial	Radial	Waning
Lost	Radial	Triangular	Waning

Average Physical Attack Increase (Skill)

Stat Range	Damage per Point	Estimated Attack Gained
20 to 25	5.00	25
26 to 50	2.28	57
50 to 99	0.51	25

Note: this table represents growth with a +10 weapon

Damage from Upgrades

Weapon Level	Base	Scaling	
0	82	C	D
1	90	C	D
2	98	B	D
3	106	B	D
4	114	B	D
5	122	B	D
6	130	B	D
7	138	A	D
8	146	A	D
9	154	A	D
10	164	A	C

Normal Mode Tactics

There's less variety to the moveset for this mode, but you'll be able to use left hand weapons, which isn't something you can do while the Rakuyo is transformed. You can also stagger foes from behind with this mode. You're most likely going to have high investments in skill if you're using this weapon to begin with, so rear visceral attacks are going to deal more damage too.

Normal Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	1.00	Physical	23	Light	
↳ R1 (2nd)	0.90	Thrust	16	Light	stamina efficient damage; thrust is good against specific foes
↳ R1 (3rd)	1.00	Physical	23	Light	
↳ R1 (4th)	1.15	Thrust	23	Light	thrust; good against specific foes
↳ R1 (5th)	1.00	Physical	23	Light	
R1 (backstep)	0.90	Physical	16 (+10)	Light	good against crowds
R1 (rolling)	0.90	Physical	16 (+10)	Light	
R1 (frontstep)	0.90	Physical	16 (+10)	Light	
R1 (sidestep)	0.90	Physical	16(+10)	Light	
R1 (dash)	1.10	Physical	33 (+X)	Light	
R2	1.35	Physical	45	Normal	
R2 (charged)	1.70	Thrust	60	Heavy	continuously hold the button to execute; thrust is good against specific foes
R2 (backstep)	1.25	Thrust	40 (+10)	Normal	thrust; good against specific foes
R2 (dash)	1.40	Thrust	54 (+X)	Normal	thrust; good against specific foes
R2 (forward leap)	1.40	Physical	54	Normal	
Transform Attack	1.30	Physical	36 (+X)	Normal	press L1 while performing another action to execute; forced Guard Break

Normal Mode Key Attacks

The R1 chain is a rapid alternation between normal physical and thrust type attacks. It may not be as fast as the transform mode R1 chain, but it can be somewhat useful for handling enemies weak to thrust attacks. Once the chain has finished, it will repeat, starting from the fourth attack onward. The fourth hit deals better thrust damage than the second, so this is an optimal looping point for dealing this type of damage.

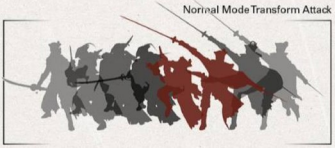
Normal Mode R1

Rolling and quickstep attacks are good for single strikes, and they don't cost much stamina for their type. They have good forward momentum, but the way the blade is swung offers you low range, so you may miss more evasive targets using these. The backstep R1 is much better in this regard, and it swings horizontally, allowing you to hit multiple enemies with ease. The backstep R2 costs a reasonable amount of stamina for its damage, and has good forward range since it's a thrust attack. If you're using this move for dodging attacks, you can get easily additional damage with counter hits.

Normal Mode R2

The fully charged R2 is a high damage thrust with good forward momentum. These things together make for an attack with amazing reach, so it's well worth the price you'll pay in stamina to use it. It's best to begin the charge a bit before your target is within reach, so that you hit them before they can begin an attack. It can also be used to stagger enemies from behind. If an enemy is unaware of your presence, you can use this attack to stagger them without getting too close, alerting them of your presence.

Normal Mode Transform Attack



Transformed Mode Tactics

Stamina cost and damage is quite comparable between both modes. The main difference for this mode is in its speed; transforming the Rakuyo will snap the knife off of the hilt end of the weapon, which will then be used alongside sword swings, or for quickly alternating between hits.

Transformed Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	1.00	Physical	23	Light	
↳ R1 (2nd)	1.00	Physical	16	Light	stamina efficient damage
↳ R1 (3rd)	1.17	Physical	30	Light	
↳ R1 (4th)	1.10	Physical	23	Light	
L2 (follow-up)	1.60	Physical	60 (+X)	Normal	Follow-up to any part of the R1 combo
R1 (backstep)	0.90	Physical	16 (+10)	Light	
R1 (rolling)	0.90	Physical	16 (+10)	Light	
R1 (frontstep)	0.90	Physical	16 (+10)	Light	
R1 (sidestep)	0.90	Physical	16 (+10)	Light	
R1 (dash)	1.10	Physical	33 (+X)	Light	
R2	0.90	Thrust	23	Light	thrust; good against specific foes
↳ R2 (2nd)	0.95	Thrust	23	Light	thrust; good against specific foes
L2 (follow-up)	1.26	Thrust	40	Normal	Follow-up to any part of the R2 combo
R2 (backstep)	1.25	Thrust	40 (+10)	Normal	great for counters; thrust is good against specific foes
R2 (dash)	1.40	Thrust	55 (+X)	Normal	thrust; good against specific foes
R2 (forward leap)	1.40	Physical	55	Normal	
L2	0.95	Physical	30	Normal	360 degree spin is good against crowds
L2 (2nd hit)	1.00	Physical	30	Normal	second hit; 360 degree spin is good against crowds
↳ L2 (2nd)	1.05	Physical	30	Normal	360 degree spin is good against crowds
↳ L2 (2nd) (2nd hit)	1.10	Physical	30	Normal	second hit; 360 degree spin is good against crowds
Transform Attack	1.50	Thrust	50 (+X)	Normal	press L1 while performing another action to execute; forced Guard Break; thrust is good against specific foes

Transformed Mode Key Attacks

The R1 chain handles crowds quite well, despite not having the reach you'd usually expect of attacks used in this way. This chain only deals normal physical damage and performs much faster after the first hit. If your opponent isn't weak to thrust damage, you can dish out damage more quickly with this than you would using the normal mode's R1 chain. If you press L2 at any point during the chain, you'll use a unique combination attack. It uses a lot of stamina to perform, but it will deal good damage while removing more enemy super armor than any other single hit.

Transformed Mode R1

The backstep, rolling and quickstep R1s provide the same amount of stamina for damage as the normal mode, but will allow you to perform another action much earlier. These can be handy for single strikes, and they flow into the R1 chain quite well as a bonus. This mode doesn't have a charging attack, but it makes up for this by giving you an R2 chain instead. Both attacks of this chain score lower than the weapon's overall attack rating, but they're perfect for consistently dealing thrust damage. Like with the R1 chain, you can press L2 for a special combo attack; in this case, you'll perform another thrust, but with higher damage.

Transformed Mode R2

The dashing and backstep R2s are strong thrusting attacks as well. The dashing R2 deals out the better damage of the two, but you'll need proper spacing to use it. The backstep R2 may deal less damage, but benefits from its own distance control, since backstepping is a prerequisite. Used on its own, the L2 leads into a chain as well. Each time you press L2, your character will spin, slashing twice horizontally. These attacks are immensely useful for crowds, since they hit all the way around you multiple times. Performing both parts of this chain will use a whole lot of stamina, but provide a great deal of damage in return.

Transformed Mode Transform Attack

Boom Hammer

The Boom Hammer requires 14 strength and 8 skill to use. Its physical attack scales highest with strength, and receives very solid numbers up until level 50, at which point it begins to drop off. This is most certainly not a weapon for skill-oriented characters, as investments in this stat return poorly overall, even at higher levels of upgrade.

The Boom Hammer and Tonitrus are quite similar in a few ways. For example, it is the only right hand weapon in the game that deals fire damage without the use of a Fire Paper or gems. Additionally, all of its attacks are blunt. However, it does not deal elemental damage in its normal mode. Transforming the Boom Hammer will ignite the tip, adding fire damage and explosive effects to some attacks. Keep in mind though, that the weapon will reset to the normal mode after every attack.

> A trick weapon used by the old hunters, and crafted by the workshop heretic, the Powder Kegs. A giant hammer equipped with a miniature furnace. When ignited and fired, it emits a volley of flame that explodes furiously upon impact. Crush the beasts, then burn them – the brute simplicity of the Boom Hammer was favoured by hunters with an acute distaste for beasts

Gem Advice

Due the transform mode's innate fire elemental ability, gems will not turn the Boom Hammer into a completely elemental weapon. You might consider using Tempering gems, but these will only increase the physical damage of this weapon. Instead, think about slotting Nourishing gems to increase both of this weapon's damage types.

If you look at the tables, you may notice that all of the Boom Hammer's attacks deal blunt damage. This is a key feature that can be greatly enhanced by equipping Adept (blunt) effect gems. Again, don't bother with the Tempering gems; you'll receive a larger bonus from more specialized gems. When transformed, the Boom Hammer's attacks will eat through stamina, so you may want to balance this out with Radiant gems.

Acquisition

Type	Obtained from	Reference	Badge Required for Purchase
Normal	Hunter's Nightmare	p26	N/A
Uncanny	Chalice Dungeon treasures/ Chalice Dungeon rare shop	p174	N/A
Lost		p174	N/A

Damage from Upgrades

Weapon Level	Base		Scaling		
0	90	60	B	E	D
1	99	66	C	E	D
2	108	72	B	E	D
3	117	78	B	E	D
4	126	84	B	E	D
5	135	90	B	E	D
6	144	96	B	E	D
7	153	102	B	E	C
8	162	108	B	E	C
9	171	114	A	E	C
10	180	120	A	E	C

Available Gem Slots

Weapon Type	Weapon Level		
	1	3	6
Normal	Radial	Waning	Radial
Uncanny	Radial	Triangular	Radial
Lost	Radial	Triangular	Waning

Note: this table represents growth with a +10 weapon

Average Physical Attack Increase (Strength)

Stat Range	Damage per Point	Estimated Attack Gained
14 to 25	5.89	53
26 to 50	2.28	57
50 to 99	0.49	24

Note: this table represents growth with a +10 weapon

Average Physical Attack Increase (Skill)

Stat Range	Damage per Point	Estimated Attack Gained
8 to 25	1.24	21
26 to 50	0.60	15
50 to 99	0.14	7

Note: this table represents growth with a +10 weapon

Average Fire Attack Increase (Arcane)

Stat Range	Damage per Point	Estimated Attack Gained
6 to 25	3.89	35
26 to 50	1.08	27
50 to 99	0.22	11

Note: this table represents growth with a +10 weapon

Tactics

Attacks in normal mode use a reasonable amount of stamina. In stark contrast, transformed attacks will use around double the stamina and chain slower into normal mode attacks after each reset. This may all seem unreasonable, but this transform mode is focused on single, high damage strikes. For the most effective use of this weapon, make a habit out of keeping it transformed at all times, both in and outside of combat to ensure the first hit always counts!

Normal Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	1.00	Blunt	25	Normal	sweeping arc is good for crowds; transform = 50 stamina, & 1× fire damage
↳ R1 (2nd)	1.02	Blunt	25	Normal	sweeping arc is good for crowds
↳ R1 (3rd)	1.04	Blunt	25	Normal	sweeping arc is good for crowds
R1 (backstep)	0.90	Blunt	20 (+10)	Normal	transform = 40 (+10) stamina & 1× fire damage
R1 (rolling)	0.90	Blunt	20 (+10)	Normal	transform = 40 (+10) stamina & 1× fire damage
R1 (frontstep)	0.90	Blunt	20 (+10)	Normal	transform = 40 (+10) stamina & 1× fire damage
R1 (sidestep)	0.90	Blunt	20 (+10)	Normal	transform = 40 (+10) stamina & 1× fire damage
R1 (dash)	1.10	Blunt	35 (+X)	Normal	transform = 60 (+X) stamina & 1.10× fire damage
R2	1.35	Blunt	45	Heavy	sweeping arc is good for crowds; transform = 80 stamina, 1× fire & 1.30× blunt damage
R2 (charged)	1.90	Blunt	70	Massive	continuously hold R2 to execute; transform = 120 stamina, 1.20× fire & 1.80× blunt damage
R2 (backstep)	1.20	Blunt	40 (+10)	Heavy	transform = 45 (+10) stamina & 1.20× fire damage
R2 (dash)	1.45	Blunt	55 (+X)	Heavy	transform = 55 (+X) stamina & 1.45× fire damage
R2 (forward leap)	1.50	Blunt	50	Heavy	tap the stick forward as you pres R2 to execute; transform = 60 stamina & 1.50× fire damage
Transform Attack	0.80	Blunt / Fire	30 (+X)	Normal	press L1 while performing another action to execute; forced Guard Break; also deals 0.80× fire damage

Normal Mode Key Attacks

The Boom Hammer's normal R1 chain is slow, but will stun-lock most enemies with normal impact. This chain swings back and forth horizontally, which is useful against crowds. Another good feature of these attacks is that they won't rebound off walls and obstacles. This is true for the entirety of this weapon's moveset, but is especially important for wide attacks such as these.

In most cases, the leaping R2 will cause enemies to instantly stumble with its heavy impact. It also deals more damage for less stamina than the dashing R1. This attack works as a great combo tool for the Boom Hammer's slower swing speeds. Quickstep backward during any combo and follow up with a leaping R2; this will usually break high enemy super armor.

The damage multiplier for the charged R2 is almost double the weapon's overall attack. The time it takes to charge is not that bad and it can stagger foes from behind. Since you're most likely to have low investments in skill with this weapon, a second charge attack will deal more damage than a rear visceral attack. This will almost always send enemies falling forward with massive impact, giving ample time for you to retreat and recover stamina.

Normal Mode R1

Normal Mode R2

Normal Mode Transform Attack

Transformed Mode Key Attacks

Aside from being mostly unnoticeably slower, The Boom Hammer's moveset remains ultimately the same in this mode. Instead, attacks receive enhancements from fire damage. A high damage combo you can use against enemies with low super armor is a back and forth between the L1 and R1 attacks. Doing so basically keeps the Boom Hammer ignited constantly, which will allow you to deal constant fire damage.

The most notably improved attack in this mode is the charged R2. This attack gains a medium area of effect explosion, and for the amount of damage this generates, the charge time is still very good. Don't forget, this can also be used to hit enemies from behind cover! A similar attack is the leaping R2, though the explosion has a smaller radius.

Whirligig Saw

The Whirligig Saw requires 18 strength and 12 dexterity to use. Though it requires a high investment in strength, this will not be wasted, as it scales exceptionally well with this stat. It even receives an S rating when fully upgraded! Many attacks in normal mode offset the Whirligig Saw's scaling by having low damage multipliers. The real star of the show is the transform mode, which rapidly shreds with some attacks. In addition, this mode deals a 20% damage increase against enemies weak to serration. Both modes utilize the game's regain system very well. All things considered, the Whirligig Saw should feel comfortable to anyone familiar with Logarius' Wheel.

> A trick weapon crafted by the workshop heretics, the Powder Kegs, and weapon of choice for the old hunter Valtr, the Beast Eater. This weapon pummels beasts in its mace form, but its true strength lies in its attached mechanical saws. These discs, lined with serrated teeth, spin rapidly, thrashing the flesh of beasts into fine shreds.

Gem Advice

The Whirligig Saw scales quite well with arcane, making it a good candidate for damage conversion with the use of elemental effect gems. Since the transform mode deals extra damage against enemies weak to serration, you may want to convert its damage to fire, another common weaknesses among beasts.

Adept (blunt) effect gems can be used to boost the damage of most the normal mode's attacks. This is a good option considering their generally low damage multipliers. You may also want to take advantage of the faster swing speeds of the normal mode, and rapid shredding of the transformed mode by slotting Dirty and Murky gems. These attacks will build up poison very quickly, making the Whirligig Saw one of the best weapons you can use for this purpose.

Acquisition

Type	Obtained from	Reference	Badge Required for Purchase
Normal	Hunter's Nightmare	p29	N/A
Uncanny	Chalice Dungeon treasures/ Chalice Dungeon rare shop	p174	N/A
Lost		p174	N/A

Available Gem Slots

Weapon Type	Weapon Level		
	1	3	6
Normal	Radial	Radial	Triangular
Uncanny	Radial	Radial	Waning
Lost	Radial	Triangular	Waning

Average Physical Attack Increase (Strength)

Stat Range	Damage per Point	Estimated Attack Gained
18 to 25	6.29	44
26 to 50	2.92	73
50 to 99	0.65	32

Note: this table represents growth with a +10 weapon

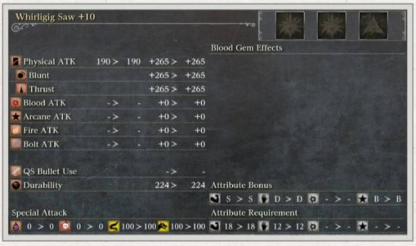
Average Physical Attack Increase (Skill)

Stat Range	Damage per Point	Estimated Attack Gained
12 to 25	1.77	23
26 to 50	0.80	20
50 to 99	0.16	8

Note: this table represents growth with a +10 weapon

Damage from Upgrades

Weapon Level	Base	Scaling		
0	92	B	E	D
1	104	B	E	D
2	113	B	E	C
3	122	B	E	C
4	131	A	E	C
5	140	A	E	C
6	149	A	E	B
7	158	A	E	B
8	167	A	E	B
9	197	A	E	B
10	190	S	D	B



Normal Mode Tactics

For the most part, damage multipliers for normal mode attacks score lower than the weapon's overall attack rating. Attacks are mainly blunt, but there are a few thrust attacks at your disposal. You may want to use this mode for its speed and comparatively lower stamina costs, especially when handling more evasive enemies.

Normal Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	0.75	Blunt	18	Light	
↳R1 (2nd)	0.78	Blunt	18	Light	
↳R1 (3rd)	0.79	Blunt	18	Light	
↳R1 (4th)	0.85	Thrust	18	Light	thrust damage; good against specific foes
R1 (backstep)	0.70	Thrust	12 (+10)	Light	thrust damage; good against specific foes
R1 (rolling)	0.70	Blunt	12 (+10)	Light	
R1 (frontstep)	0.70	Blunt	12 (+10)	Light	
R1 (sidestep)	0.70	Blunt	12 (+10)	Light	long step forward
R1 (dash)	0.85	Thrust	28 (+X)	Normal	thrust damage; good against specific foes
R2	1.05	Blunt	30	Normal	
R2 (charged)	1.30	Blunt	45	Heavy	continously hold the button to execute
R2 (backstep)	1.00	Blunt	25(+10)	Heavy	
R2 (dash)	1.15	Blunt	40 (+X)	Normal	
R2 (forward leap)	1.20	Blunt	50	Heavy	
Transform Attack	1.15	Physical	35 (+X)	Normal	press L1 while performing another action to execute; forced Guard Break

Normal Mode Key Attacks

The R1 chain is a series of fast blows and, while not exactly rapid, their speed will somewhat make up for the low damage multipliers. Blunt attacks receive higher rates of health regain, which synergizes well with the speed of these attacks and more aggressive play. The fourth hit of this chain is thrust type, though its usefulness can be quite limited due it to being so late in the chain.

The backstep R1 makes for a better and more useful thrust attack. Its damage multiplier low, but it uses much less stamina than the dashing R1 thrust. Backsteps won't put much distance between you and the range of most enemy attacks, if at all. They also require specific timing to properly utilize the invincibility frames, so in some cases the dashing R1's higher stamina may be worth it. The normal R2 has much better damage than most attacks, but you're better off just using the transform mode R1s for faster swing speeds and similar damage.

A charged R2 will deal much more damage than other attacks, but it's really only useful for setting up rear visceral attacks. Instead, consider using the leaping R2. This is a great alternative; it uses slightly more stamina, but deals a fairly similar amount of damage without the long charge. It's also great for breaking enemy super armor, which it does with high impact.

Normal Mode R1

Normal Mode R2

Normal Mode Transform Attack

Transformed Mode Tactics

The Whirligig Saw's transform mode uses a large array of physical attacks, which is a good balance to all of the blunt and thrust attacks of the normal mode. This mode is overall slower and consumes more stamina, but deals more damage per hit. It also gains a 20% attack bonus against enemies weak to serrated weapons. This mode is similar to Logarius' Wheel with its shredding attacks; players utilizing the regain system will benefit greatly from using this mode.

Transformed Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	1.00	Physical	30	Normal	
↳R1 (2nd)	1.03	Physical	30	Normal	
↳R1 (3rd)	1.12	Physical	30	Normal	
↳R1 (4th)	1.15	Physical	30	Normal	high damage; also produces two 0.30× shreds
R1 (backstep)	1.00	Physical	25 (+10)	Normal	
R1 (rolling)	0.95	Physical	25 (+10)	Normal	
R1 (frontstep)	0.95	Physical	25 (+10)	Normal	
R1 (sidestep)	0.95	Physical	25 (+10)	Normal	
R1 (dash)	1.08	Physical	40 (+X)	Normal	
R2	1.30	Physical	55	Heavy	
R2 (charged)	1.80	Blunt	80	Massive	continously hold the button to execute; also produces three 0.30× shreds
R2 (backstep)	1.20	Blunt	25 (+10)	Normal	also produces two 0.30× shreds
R2 (dash)	1.40	Physical	65 (+X)	Heavy	
R2 (forward leap)	1.50	Physical	65	Heavy	tap forward on the stick as you pres R2; also produces two 0.30× shreds
L2	0.80	Physical	25	Light	continously hold the button to execute
L2 (held 1)	0.65	Physical	10	Light	
L2 (held 2)	0.30	Physical	0	Light	
L2 (held 3)	0.65	Physical	10	Heavy	
Transform Attack	1.05	Blunt	25 (+X)	Light	press L1 while performing another action; also produces two 0.30× shreds

Transformed Mode Key Attacks

The R1 chain has a good damage multiplier and peaks at the fourth hit with a small area of effect grinding attack. If you manage to pull off the whole thing, it will deal a great amount of damage. Otherwise, you can use the first R1 for prodding back enemies. Quickstep R1s are very useful for this purpose as well. Single hits are almost a necessity for some enemies, and for these instances you can use a backward quickstep R1. This gives good forward momentum which is only complimented by the forward jab.

Transformed Mode R1

A fully charged R2 will take a lot longer than most other weapons' equivalent attacks to perform, but it is very powerful and creates a small, continuous grinding area of effect. If you feel that an enemy is getting too close during the long charge, releasing it early is not a bad idea. Doing so will result in a standard R2, but with its startup out of the way during the charge, the swing will be near instant! This can also work as a strong fake out against players online. Another two grinding attacks are the leaping and backstep R2s; the leaping R2 deals more damage, but the backstep R2 uses less than half the amount of stamina to perform.

Transformed Mode R2

Holding L2 causes your character to hold the blade outward while it spins. This chips away stamina quickly while active and cancels upon release. You can still slowly move around while doing this, which will allow you to walk into enemies with the blade. Enemies with next to no super armor will be stun locked, unable to attack; Foes with high super armor values will appear to flinch, but can still attack, so don't get too greedy! Tapping L2 also works as a forward jab, though the damage multiplier for a single hit isn't that good by itself.

Transformed Mode Transform Attack

Bloodletter

The Bloodletter requires 14 strength, 6 skill and 16 bloodtinge to use. It receives no attribute bonus rating with skill, but it has an excellent one in strength, and an even better one with bloodtinge. In fact, it scales better with bloodtinge than the Chikage at similar levels. There's a lot of incentive to invest your points into this stat with this weapon, and you'll want to for effective use of its transformed mode. Its normal mode is unaffected by this stat though, and scales separately with strength. Though the normal mode has short range, it offers both thrust and blunt attacks, which can be useful against enemies with otherwise high defenses. So you may want split your stat investments evenly between strength and bloodtinge to balance the uses of both modes. Otherwise, you can dump your points into one stat for higher damage. It arguably has the superior moveset while transformed, so in this case, you might want to focus on bloodtinge.

The demented hunter weapon brandished by Brador, the Healing Church assassin. The Bloodletter assumes its true and terrifying form after it draws upon blood from the inner reaches of one's body and soul. This is the only effective means of expelling tainted blood, or so Brador, isolated in his cell, continued to believe.

Gem Advice

The Bloodletter cannot be converted into a purely elemental weapon with gems, so don't waste your slots on this. Adept (blunt) effects will increase the damage of the normal mode, while Odd Bloodtinge and Bloodtinge gems increase the damage of the transformed mode. You'll get a larger bonus using gems like these, since their effects are more specifically focused. You can use this to balance the damage between both modes if you're focusing more on one stat than the other. If you want to increase the damage types of both modes at once, equip Nourishing gems to this weapon.

The transformed mode has good range, especially with its rolling and quickstep attacks. You'll most likely be landing a lot of counter hits using these moves, and the Finestrike gem will only enhance them. Stamina costs for both modes are quite reasonable for the amount of damage they deal, but can add up very quickly, especially if you're dodging around your targets, which is almost necessary for using the normal mode. If you're finding yourself running low on stamina, try slotting Radiant gems to this weapon.

Acquisition

Type	Obtained from	Reference	Badge Required for Purchase
Normal	Kill Brador, Church Assassin's physical body in the Underground Cells of Hunter's Nightmare	p159	N/A
Uncanny	Chalice Dungeon treasures/ Chalice Dungeon rare shop	p174	N/A
Lost		p174	N/A

Available Gem Slots

Weapon Type	Weapon Level 1	Weapon Level 3	Weapon Level 6
Normal	Radial	Radial	Triangular
Uncanny	Radial	Radial	Waning
Lost	Radial	Radial	Circular

Average Physical Attack Increase (Strength)

Stat Range	Damage per Point	Estimated Attack Gained
14 to 25	5.45	60
26 to 50	2.52	63
50 to 99	0.55	27

Average Blood Attack Increase (Bloodtinge)

Stat Range	Damage per Point	Estimated Attack Gained
16 to 25	5.54	72
26 to 50	2.80	70
50 to 99	0.59	29

Damage from Upgrades

Weapon Level	Base		Scaling		
0	90	90	C	B	D
1	99	99	C	B	D
2	108	108	B	B	D
3	117	117	B	B	D
4	126	126	B	A	D
5	135	135	B	A	D
6	120	144	B	A	D
7	134	153	A	A	D
8	149	162	A	A	D
9	164	171	A	A	D
10	180	180	A	S	C

Normal Mode Tactics

The Bloodletter's normal mode has shorter range than the transformed, but deals primarily physical types of damage. Not all enemies are weak to blood damage, so you'll want to use this mode for those that aern't. Another reason you may want to use this mode is because it only requires your right hand, which will allow you to use a firearm for interrupts.

Normal Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	1.00	Blunt	23	Light	
↳R1 (2nd)	1.00	Blunt	23	Light	
↳R1 (3rd)	1.00	Blunt	23	Light	
↳R1 (4th)	1.10	Thrust	23	Light	
R1 (backstep)	0.95	Blunt	15 (+10)	Normal	
R1 (rolling)	0.95	Blunt	18 (+10)	Light	
R1 (frontstep)	0.95	Blunt	18 (+10)	Light	
R1 (sidestep)	0.95	Blunt	18 (+10)	Light	
R1 (dash)	1.10	Thrust	30 (+X)	Normal	
R2	1.50	Thrust	40	Normal	
R2 (charged)	1.90	Blunt	60	Heavy	continuously hold the button to execute
R2 (backstep)	1.40	Blunt	30(+10)	Heavy	
R2 (dash)	1.50	Blunt	40 (+X)	Heavy	
R2 (forward leap)	1.40	Blunt	40	Heavy	tap forward on the stick just as you press R2 to execute
Transform Attack	1.37	Blood	30 (+X)	Massive	press L1 while performing another action to execute; forced Guard Break; scales with bloodtinge; inflicts 20% damage to user

Normal Mode Key Attacks

The Bloodletter's normal mode R1 chain has low range, so it's best used against single enemies. The chain isn't very fast, but it hits at a consistent rate, so you usually won't have to worry about enemies escaping between strikes. You'll need to get in close, so enemies with high super armor may require you to dodge around them quite a bit. For this purpose, you have the rolling and quickstep R1s, but keep in mind these attacks can miss when used against smaller enemies. If you're having a hard time sticking close to your target while dodging its attacks, you can back off and use a leaping R2 for a powerful single strike. This attack deals far better damage and has good forward momentum; however, you'll need to keep an eye on your stamina usage.

The standard R2 is another thrust attack you can use, and a good one at that. It's not very fast due to the startup, but it has a solid damage multiplier that can make handling enemies with high defenses less of a chore. Fully charging the R2 won't deal thrust damage, but it has an even higher damage multiplier. Additionally, this attack can stagger enemies from behind. You can follow this up with a rear visceral attack, but you're likely to have low investments in skill if you're using this weapon, so its damage will be low. Instead, consider using another charged R2 for better damage.

Transforming from this mode requires plunging the Bloodletter deep into your chest. This will remove 20% of your maximum health, which can kill you if used haphazardly. It's better you use the transformation attack for switching modes. By doing so, you can recover a portion of health lost performing this attack with the regain system, while sending enemies flying back with massive impact.

Normal Mode R1

Normal Mode R2

Normal Mode Transform Attack

Transformed Mode Tactics

The Bloodletter is an amazing weapon while transformed. All of its attacks in this mode deal blood attack, which rely solely on your bloodtinge stat for damage. Compared to the normal mode, it has far better range and uses only slightly more stamina. Keep in mind that blood attacks will knock back dog enemies, which can be useful if you're trying to combo them.

Transformed Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	1.10	Blood	25	Normal	sweeding arc is good for crowds; scales with bloodtinge
↳ R1 (2nd)	1.10		25	Normal	sweeding arc is good for crowds; scales with bloodtinge
↳ R1 (3rd)	1.10		25	Normal	hits high; useful for striking enemy weak points; scales with bloodtinge
↳ R1 (4th)	1.16		25	Normal	hits high; useful for striking enemy weak points; scales with bloodtinge
↳ R1 (5th)	1.16		25	Normal	hits high; useful for striking enemy weak points; scales with bloodtinge
R1 (backstep)	1.05		17 (+10)	Normal	scales with bloodtinge
R1 (rolling)	1.05		17 (+10)	Normal	scales with bloodtinge
R1 (frontstep)	1.05		17 (+10)	Normal	scales with bloodtinge
R1 (sidestep)	1.05		17 (+10)	Normal	scales with bloodtinge
R1 (dash)	1.21		30 (+X)	Normal	scales with bloodtinge
R2	1.58		45	Normal	scales with bloodtinge
R2 (charged)	2.10		70	Massive	continuously hold the button to execute; scales with bloodtinge
R2 (charged) (2nd hit)	1.58		0	Massive	scales with bloodtinge
R2 (backstep)	1.47		40 (+10)	Normal	scales with bloodtinge
R2 (dash)	1.47		50	Heavy	scales with bloodtinge
R2 (forward leap)	1.47		40	Heavy	tap forward on the stick just as you press R2 to execute; scales with bloodtinge
L2	0.00		0	Heavy	scales with bloodtinge; inflicts heavy self frenzy builduo
L2 (2nd hit)	2.10		90	Heavy	scales with bloodtinge
Transform Attack	1.26		30 (+X)	Heavy	press L1 while performing another action to execute; forced Guard Break; scales with bloodtinge

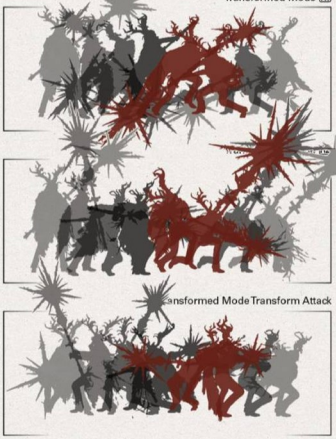
Transformed Mode Key Attacks

The first two hits of the R1 chain swing in wide horizontal arcs, making them great for crowds. The following three swing overhead, which can be used to reach taller enemy weak spots. They aren't always reliable for this purpose though, since your target may move out of position before you can use them. A more powerful and reliable attack for this function is the leaping R2, but it will cost you more stamina to use.

Rolling and quickstep R1s have solid forward momentum range, making them good for hit-and-run tactics. To add to this, they deal more damage than their normal mode counterparts and for less slightly stamina. The standard R2 is another attack with good forward range, and it has a strong damage modifier to boot. Fully charging the R2 takes a while, but deals a massive amount of damage in a small area of effect. It can also stagger enemies if it connects with their backs, and you can then follow up with a rear visceral attack or second charged R2.

The L2 is a powerful area of effect attack that tears through most enemy defenses and super armor. It's just as strong as the charged R2 and executes much faster. On the other hand, it will use a larger amount of stamina and inflicts heavy frenzy buildup upon your character. The safest way to use this attack is to wear something that will lower your frenzy gauge, like the Ashen Hunter attire, while keeping your insight low. By combining these things, you can possibly use this attack twice for massive damage, and still have time to use a sedative. The transformation attack doesn't inflict self-damage like the normal mode does, so don't worry about that when using it.

Transformed Mode R1



ansformed Mode Transform Attack

Amygdalan Arm

The Amygdalan Arm requires a hefty 17 strength to use. So while all characters by default meet the minimal skill requirement of 9 for this weapon, an investment in strength is necessary to wield it. Accordingly, this weapon scales best with strength, and receives excellent ratings at higher levels of upgrade. The normal moveset of this weapon is most effective against singular foes, whereas the transformed moveset is best applied against groups of enemies. The dual nature of this weapon makes it fairly adaptable between situations. In addition, this weapon inflicts a solid amount of arcane damage in both modes and scales moderately well with the stat.This is a valuable option for hunters focusing on strength and arcane.

The arm of a small Amygdala Great One. Strictly speaking, the Amygdalan Arm is no trick weapon of any soft, but certain madmen wield them like clubs. Starts as a large, tough blunt weapon formed of bone, but when extended, the hand quivers as if it were still alive.

Acquisition

Type	Obtained from	Reference	Badge Required for Purchase
Normal	Hunter's Nightmare	p26	N/A
Uncanny	Chalice Dungeon treasures/ Chalice Dungeon rare shop	p174	N/A
Lost		p174	N/A

Available Gem Slots

Weapon Type	Weapon Level		
	1	3	6
Normal	Radial	Radial	Triangular
Uncanny	Radial	Radial	Waning
Lost	Radial	Triangular	Waning

Average Physical Attack Increase (Strength)

Stat Range	Damage per Point	Estimated Attack Gained
17 to 25	4.25	34
26 to 50	2.04	51
50 to 99	0.43	21

Note: this table represents growth with a +10 weapon

Average Physical Attack Increase (Skill)

Stat Range	Damage per Point	Estimated Attack Gained
9 to 25	1.13	18
26 to 50	0.56	14
50 to 99	0.12	6

Note: this table represents growth with a +10 weapon

Average Arcane Attack Increase (Arcane)

Stat Range	Damage per Point	Estimated Attack Gained
6 to 25	1.26	24
26 to 50	0.68	17
50 to 99	0.16	8

Note: this table represents growth with a +10 weapon

Damage from Upgrades

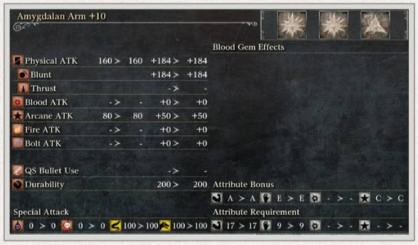
Weapon Level	Base		Scaling		
0	80	40	C	E	D
1	88	44	C	E	D
2	96	48	B	E	D
3	104	52	B	E	D
4	112	56	B	E	D
5	120	60	B	E	D
6	128	64	B	E	C
7	136	68	B	E	C
8	144	72	A	E	C
9	152	76	A	E	C
10	184	80	A	E	C

Gem Advice

4

Equipping an elemental gem will not convert the Amygdalan Arm's physical damage to elemental, nor can it be buffed with the use of items. Tempering gems can be used to increase the damage of blunt attacks, but they won't affect your arcane damage. Instead, consider using Nourishing gems; these are a much better use of your slots and will increase your damage overall.

If you are without Nourishing gems, Arcane and Odd Arcane gems with physical attack increasing secondary effects can be used to supplement its already good arcane damage. Radiant gems are another good use of your slots, as they will offset its above average stamina usage. Also note that the Amygdalan Arm has two powerful charging attacks that can be greatly improved with Striking gems.



Normal Mode Tactics

The Amygdalan Arm's normal mode is very straightforward. The majority of its attacks are short, heavy swings aimed immediately ahead of your character. This mode is best suited for close combat with single foes; however, the windups are slow, which limits its use against more evasive targets. This mode deals almost exclusively blunt damage, making it useful against enemies weak to this particular type.

Normal Mode Attacks Properties

Attack	Dmg ×	Arc Dmg ×	Type	Stamina	Impact	Note
R1	1.00	1.00	Blunt / Arcane	25	Normal	
↳ R1 (2nd)	1.00	1.00	Blunt / Arcane	25	Normal	
↳ R1 (3rd)	1.10	1.10	Blunt / Arcane	25	Normal	
↳ R1 (4th)	1.20	1.20	Blunt / Arcane	25	Normal	
R1 (backstep)	0.95	0.95	Blunt / Arcane	20 (+10)	Normal	
R1 (rolling)	0.95	0.95	Blunt / Arcane	25 (+10)	Normal	
R1 (frontstep)	0.95	0.95	Blunt / Arcane	25 (+10)	Normal	quick startup
R1 (sidestep)	0.95	0.95	Blunt / Arcane	25 (+10)	Normal	
R1 (dash)	1.10	1.10	Blunt / Arcane	35 (+X)	Heavy	
R2	1.30	1.30	Blunt / Arcane	40	Heavy	
R2 (charged)	1.80	1.81	Blunt / Arcane	60	Massive	continuously hold the button to execute
R2 (follow-up)	1.80	1.81	Blunt / Arcane	50	Massive	
R2 (backstep)	1.35	1.35	Blunt / Arcane	35 (+10)	Normal	
R2 (dash)	1.40	1.40	Blunt / Arcane	50 (+X)	Heavy	
R2 (forward leap)	1.40	1.40	Blunt / Arcane	50	Heavy	tap forward on the stick just as you press R2 to execute
Transform Attack	1.15	1.15	Physical / Arcane	30 (+X)	Heavy	press L1 while performing another action to execute; forced Guard Break

Normal Mode Key Attacks

While lacking in speed and range, each hit will remove a solid amount of enemy super armor; you can use this to lock most normal enemies into the Amygdalan Arm's R1 chain. However, this is not recommended against sturdier enemies, who will strike back before their super armor's breaking point. In these instances, swift, single blows such as quickstep R1s will suffice.

The charged R2 is especially powerful, but takes a long time to fully charge. An upside to the long charge is that it gives plenty of time for you to change its direction. This attack can stagger enemies from behind, opening them up for a rear visceral attack, but you may instead want to use its powerful follow up R2. Both attacks have massive impact, giving ample time for the follow up while enemies are grounded from the first – just be sure to conserve your stamina to use it.

The dashing R2 has a good damage multiplier and decent swing speed. The main drawback to this attack is in its long recovery; this won't be much of an issue against most enemies thanks to its high super armor reduction and impact. Take note, the transformation attack is one of this mode's more useful tools; it has good speed and heavy impact, making it ripe for longer combos.

Normal Mode R1

Normal Mode R2

Normal Mode Transform Attack

Transformed Mode Tactics

The Amygdalan Arm's transform mode is quite superior to its normal mode. It has far better reach and uses a similar amount of stamina with each attack. In fact, it will suit most situations much better due to its wider variety of moves. If you are fighting crowds or enemies resistant to blunt damage, transformed mode is the way to go.

Transformed Mode Attacks Properties

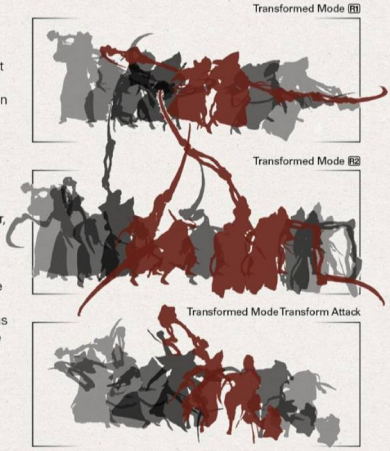
Attack	Dmg ×	Arc Dmg ×	Type	Stamina	Impact	Note
R1	0.95	0.95	Physical / Arcane	25	Normal	sweeping arc is good against crowds
↳ R1 (2nd)	1.00	1.00	Physical / Arcane	25	Normal	sweeping arc is good against crowds
↳ R1 (3rd)	1.05	1.05	Physical / Arcane	25	Normal	
↳ R1 (4th)	1.15	1.15	Physical / Arcane	25	Normal	
R1 (backstep)	0.90	0.90	Physical / Arcane	20 (+10)	Normal	
R1 (rolling)	0.90	0.90	Physical / Arcane	20 (+10)	Normal	
R1 (frontstep)	0.90	0.90	Physical / Arcane	20 (+10)	Normal	
R1 (sidestep)	0.90	0.90	Physical / Arcane	20 (+10)	Normal	
R1 (dash)	1.10	1.10	Physical / Arcane	45 (+X)	Normal	
R2	1.20	1.20	Physical / Arcane	45	Heavy	
R2 (2nd hit)	0.80	0.80	Physical / Arcane	10	Light	second hit; can be canceled; stand still to execute
R2 (charged)	1.70	1.71	Blunt /Arcane	70	Massive	surprise attack; continuously hold the button to execute
R2 (charged) (2nd hit)	0.80	0.80	Physical / Arcane	10	Light	second hit; can be canceled; stand still to execute
R2 (charged) (3rd hit)	0.85	0.85	Physical / Arcane	10	Light	third hit; can be canceled; stand still to execute
R2 (backstep)	1.20	1.20	Physical / Arcane	30 (+10)	Heavy	good range. though little forward momentum
R2 (dash)	1.30	1.30	Physical / Arcane	50 (+X)	Heavy	
R2 (forward leap)	1.40	1.40	Blunt / Arcane	50	Heavy	tap forward on the stick just as you press R2 to execute
Transform Attack	1.50	1.50	Blunt / Arcane	50	Massive	press L1 while performing another action to execute; forced Guard Break

Transformed Mode Key Attacks

The first two swings of the R1 chain hit in wide horizontal arcs that are exceptionally good for handling multiple enemies. In this situation, however, you'll want to back out rather than continue, since the following two swings move vertically. One of best features of these of attacks is that, despite their wide range, they can be swung freely without the repercussion of bouncing off walls.

The R2 of this weapon is odd one, but that is precisely its strength! If you perform no other actions, including movement, a second surprise hit will execute after the initial slash; if the first hit doesn't break your target's super armor, this additional one will usually do the trick. Another easy way to break super armor is by using the leaping R2. When facing enemies with high amounts of super armor, use this as a follow up attack to ensure they are stumbled during your recovery.

The charged R2 uses the same gimmick as the standard R2, but is by far the dirtiest move this mode has to offer. On top of dealing high damage, the massive impact of this attack will send enemies straight to the ground. If you stand idle after, your character will perform two delayed slashes made for hitting enemies as they recover. This deals a lot of damage and can cause enemies to stumble more than once. For even better damage, immediately follow the charged R2 with a massive impact transformation attack.



Beast Claw (Beast's Embrace Rune)

With the Beast's Embrace rune equipped, the Beast Claw's alternate moveset becomes accessible. This is still the same weapon, so its stat requirements and scaling remain the same; you'll need 14 strength and 12 skill to use it. Attacks are a bit slower with this new moveset, but still quite fast. You can also still buff this weapon, which will deal a whole lot of damage in combination with a highly filled Beasthood gauge. Both modes will automatically activate Beast Transformation while the rune is equipped. So, although attacks are a bit slower, the normal mode will also deal more damage as your meter builds. The Beast's Embrace rune will already add a good chunk to your Beasthood meter, but you can add more still by equipping Beast runes. Just be sure to keep your insight low, as this will subtract from your Beasthood.

Beastly Weapon wielded by Irreverent Izzy. Crafted by chiselling the long bones of an undead darkbeast and fastening them to the weapon. The bones are still alive, and when unleashed, grant its wielder a spurt of beastly power. As flesh is flayed and blood is sprayed, the beast within awakens, and in time, the wielder of this weapon surges with both strength and feverish reverie.

Acquisition

Type	Obtained from	Reference	Badge Required for Purchase
Normal	Layer 2 of the Ailing Loran Chalice Dungeon	–	N/A
Uncanny	Ailing Loran Root Chalice	p174	N/A
Lost	Lower Loran Root Chalice	p174	N/A

Available Gem Slots

Weapon Type	Weapon Level		
	1	3	6
Normal	Radial	Triangular	Radial
Uncanny	Radial	Waning	Radial
Lost	Radial	Triangular	Waning

Average Physical Attack Increase (Strength)

Stat Range	Damage per Point	Estimated Attack Gained
14 to 25	2.64	29
26 to 50	1.28	32
50 to 99	0.27	13

Note: this table represents growth with a +10 weapon

Average Physical Attack Increase (Skill)

Stat Range	Damage per Point	Estimated Attack Gained
12 to 25	1.54	20
26 to 50	0.72	18
50 to 99	0.16	8

Note: this table represents growth with a +10 weapon

Damage from Upgrades

Weapon Level	Base	Scaling		
0	75	D	E	D
1	82	D	E	D
2	89	D	E	D
3	96	D	E	D
4	103	D	E	D
5	110	D	D	D
6	117	D	D	D
7	124	D	D	D
8	164	C	D	D
9	131	C	D	D
10	150	C	D	D

Gem Advice

You can convert the Beast Claw into a purely elemental weapon with gems, but doing so is a waste of potential damage and precious slots. Elemental scaling is low, so you're not going to see good returns from this stat, and Beasthood will only affect physical types of damage, not elemental ones. Gems that increase your physical damage will be multiplied by Beast Transformation, which is a huge incentive to slot them.

The vast majority of this weapon's attacks are physical, so Tempering effects will do much to increase your damage output. Its stat screen may show that it can deal thrust damage, but that only applies to a single attack, so it's not very useful. You're going to need to use a lot of attacks to fill your Beast gauge, and use plenty of stamina to do so; Radiant gems will help wonderfully in this area. The higher your Beast gauge, the more damage you'll take, so you're going to want to keep your health full, or at least high at all times. Poorman's gems synergize well with this, so consider slotting these to the Beast Claw.

Normal Mode Tactics

Normal mode attacks are weaker than the transform mode, and some attacks are actually slower. This is not to say that this mode is bad, but you'll usually want to go for whatever is optimal. One of the main reasons you'd probably want to use this mode is so you can hold a firearm, which isn't possible in the transform mode. The other reason would be for its more traditional way of staggering enemies. Other than that, you'll probably want to switch to transformed mode.

Normal Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	1.00	Physical	15	Light	
↳ R1 (2nd)	1.00	Physical	15	Light	
↳ R1 (3rd)	1.00	Physical	15	Normal	
↳ R1 (4th)	1.10	Physical	15	Normal	
R1 (backstep)	0.95	Physical	12 (+10)	Light	
R1 (rolling)	0.90	Physical	12 (+10)	Light	
R1 (frontstep)	0.90	Physical	12 (+10)	Light	
R1 (sidestep)	0.90	Physical	12 (+10)	Light	
R1 (dash)	1.05	Physical	20	Normal	
R2	1.20	Physical	25	Normal	good for building Beast gauge
R2 (charged)	1.40	Physical	40	Massive	continuously hold the button to execute; good for building Beast gauge
R2 (backstep)	1.15	Physical	30	Normal	
R2 (dash)	1.25	Thrust	30 (+X)	Normal	
R2 (forward leap)	1.30	Physical	35	Normal	tap forward on the stick just as you press R2 to execute; good for building Beast gauge
Transform Attack	0.60	Physical	30 (+X)	Normal	press L1 while performing another action to execute; forced Guard Break; good for building Beast gauge
Transform Attack (2nd hit)	1.20	Physical	0	Normal	second hit

Normal Mode Key Attacks

The R1 chain isn't as fast as the transform mode's, but they are still fast in their own right. Rolling and quickstep R1s deal less damage than they do without the rune, but cost less stamina to use. In addition, they transition very smoothly into the R1 chain, which will allow you to hit aggressive enemies with high super armor more than once before needing to dodge.

In a sea of physical attacks, you do have at least one thrust type attack at your disposal; this would be the dashing R2. It's not ideal for every situation since you'll need the proper spacing to use it, but it's still an option if physical attacks aren't exactly cutting it. The standard R2 doesn't have good enough range to justify how stationary it is. That being the case, you may find more use in the leaping R2 for strong single hits.

The charged R2 deals good damage with massive impact. This can stagger enemies from behind, but it has limited range, so you'll need to be close, especially after the startup. If you aren't using this for staggering opponents, you can dish out more damage with the transformation attack. Transformation attacks have more application than just hitting enemies while switching modes. These will fill your Beasthood gauge much quicker than any other move, and while they don't combo quickly between modes, they're fast enough to stun lock weaker enemies.

Normal Mode R1

Normal Mode R2

Normal Mode Transform Attack

Transformed Mode Tactics

The Beast Claw is an amazing weapon when transformed. Attacks are faster, or about equally as fast those in the normal mode. There's also a lot of variety, but you won't be able to use a shield, torch or left hand firearm, since this mode uses both hands.

Transformed Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	1.00	Physical	18	Light	
↳ R1 (2nd)	1.00		18	Light	
↳ R1 (3rd)	1.00		18	Light	
↳ R1 (4th)	1.05		18	Normal	
↳ R1 (6th)	1.10		18	Normal	
R1 (backstep)	0.60		5 (+10)	Light	
R1 (backstep) (2nd hit)	0.95		13	Light	second hit
R1 (rolling)	0.95		13 (+10)	Light	
R1 (frontstep)	0.95		13 (+10)	Light	
R1 (sidestep)	0.95		13 (+10)	Light	
R1 (dash)	0.60		5 (+X)	Light	
R1 (dash) (2nd hit)	1.05		20	Normal	second hit
R2	1.20		30	Normal	good for building Beast gauge
↳ R2 (2nd)	1.30		40	Normal	good for building Beast gauge
↳ R2 (3rd)	1.40		50	Massive	good for building Beast gauge
R2 (backstep)	1.20		25	Normal	
R2 (dash)	0.60		5 (+X)	Normal	
R2 (dash) (2nd hit)	1.25		30	Heavy	second hit
R2 (forward leap)	0.60		0	Light	tap forward on the stick just as you press R2 to execute; can change direction during startup
R2 (forward leap) (2nd hit)	1.40		50	Normal	second hit
L2	0.30		50	Light	low damage but great for momentarily stunning groups; good for building Beast gauge
L2 (2nd hit)	0.10		0	Normal	second hit; can stagger opponenets; builds Beast gauge
Transform Attack	1.25		30 (+X)	Normal	press L1 while performing another action to execute; forced Guard Break

Transformed Mode Key Attacks

The R1 chain is faster and longer than the normal mode's. This extra speed costs more stamina, but a look at the tables will show this isn't much of an increase. The backstep R1 will hit twice; it uses the same amount of stamina as a single R1, but will deal more overall damage. For quick, single hits, you can use quick-step and rolling R1s. These attacks are all much better than they are without the Beast's Embrace rune, dealing more damage for less stamina.

Transformed Mode R1

This mode doesn't have a charge attack, but it does have a R2 chain in its stead. This chain is very powerful, and its modifier increases with every hit until the third. It is also very slow, so it's really only useful against enemies with little super armor. The leaping R2 is an interesting attack, both visually and mechanically. It will briefly send your character into the air, before crashing down some distance ahead. During the period where you are airborne, you can actually change your desired direction, which you can use as a fake out. Much more interestingly, if this attack connects with an enemy from behind, it can stagger!

Transformed Mode R2

The L2 is a beastly roar with a wide area of affect. As an attack, it deals very little damage, but that isn't its purpose. You can use this to build up Beasthood by hitting multiple enemies. The roar has two hitboxes centered on your character; the smaller one will build up large amounts of Beasthood, while the larger adds a more minimal amount. You'll want to use this in the middle of crowds and the closer the better – if you can avoid taking damage. It will shove away weaker enemies, but with stronger foes, you'll want to use it carefully; don't go intentionally running into groups of enemies!

Transformed Mode Transform Attack

Kos Parasite (Milkweed Rune)

The Kos parasite has no requirements other than 20 arcane. It's a big investment, but this is a weapon intended for characters heavily focused on this stat and aiming to take advantage of its impressive scaling. When equipped, nothing will appear to change. This would lead many to assume that the weapon is useless; but this is far from the truth. The true power of the Kos Parasite is revealed when used in combination with the Milkweed Rune. The Kos Parasite is an arcane weapon in the purest of senses. All of its attacks deal solely in this damage type. On top of its already excellent scaling, its damage multipliers are usually close to, or even double the weapon's attack rating! Even so, you may have trouble dealing sufficient damage to enemies with high arcane defenses, or players using the Loch Shield, so this weapon is not ideal for all situations.

> When the carcass of Kos washed up on the coast, its insides were teeming with tiny parasites, unlike any found in humans. The atypical weapon can only be clasped tight and swung, but a Kos Parasite is said to stimulate phantasms inhabiting a lumenwood.

Gem Advice

The Kos Parasite is already an elemental weapon, so it can't be buffed with items or converted to another damage type with gems. Don't bother with Tempering gems as these will have little effect. Instead, think about increasing your arcane damage with Arcane and Odd Arcane gems.

The Kos Parasite uses a lot of stamina while transformed; especially if you are using evasive attacks, such as quickstep R1s. A way you can lessen this is by slotting radiant gems. If you often find yourself using the projectile vomit attack, you may want to consider slotting Murky gems to increase your poison buildup. Since this will add buildup to all of your attacks, you can poison.

Acquisition

Type	Obtained from	Reference	Badge Required for Purchase
Normal	Defeat the Orphan of Kos in the Fishing Hamlet	p57	N/A
Uncanny	Chalice Dungeon treasures/ Chalice Dungeon rare shop	p174	N/A
Lost		p174	N/A

Available Gem Slots

Weapon Type	Weapon Level		
	1	3	6
Normal	Radial	Waning	Radial
Uncanny	Radial	Triangular	Waning
Lost	Radial	Triangular	Waning

Average Arcane Attack Increase (Arcane)

Stat Range	Damage per Point	Estimated Attack Gained
20 to 25	5.40	27
26 to 50	1.32	33
50 to 99	0.31	15

Note: this table represents growth with a +10 weapon

Damage from Upgrades

Weapon Level	Base	Scaling
0	30	D
1	33	D
2	36	D
3	39	D
4	42	D
5	45	D
6	48	D
7	51	D
8	54	D
9	57	D
10	60	C

Normal Mode Tactics

Attacks are slow in normal mode, and chain into each other at an equally sluggish pace. It's useful against enemies with low to no super armor, but can otherwise leave you open during attacks. Take note that its stamina use is much more reasonable in comparison to the transform mode. This only highlighted by the similar damage output between them.

Normal Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	2.01		24	Normal	
↳ R1 (2nd)	2.11		24	Normal	
↳ R1 (3rd)	2.21		24	Normal	
R1 (backstep)	1.51		18 (+10)	Normal	projectile vomits forward; inflicts poison buildup
R1 (rolling)	1.01		0 (+10)	Normal	
R1 (rolling) (2nd hit)	1.71		18	Normal	second hit
R1 (frontstep)	1.01		0 (+10)	Normal	
R1 (frontstep) (2nd hit)	1.71		18	Normal	second hit
R1 (sidestep)	1.01		0 (+10)	Normal	
R1 (sidestep) (2nd hit)	1.71	Arcane	18	Normal	second hit
R1 (dash)	2.11		28 (+X)	Normal	
R2	2.37		40	Normal	
R2 (charged)	1.01		0	Normal	continuously hold the button to execute
R2 (charged) (2nd hit)	2.72		50	Heavy	
R2 (backstep)	2.21		32 (+10)	Heavy	
R2 (dash)	1.01		0 (+X)	Normal	
R2 (dash) (2nd hit)	2.37		44	Heavy	
R2 (forward leap)	2.47		50	Normal	tap forward on the stick just as you pres R2 to execute
Transform Attack	2.21		28 (+X)	Heavy	press L1 while performing another action to execute; forced Guard Break

Normal Mode Key Attacks

The Kos Parasite's R1 chain is slow with low reach. The first two hits swing horizontally, but aren't particularly wide or good against crowds. Really, you'll want to use the rolling and quickstep R1s for damage. These will send a wriggling tentacle a solid span forward, which hits multiple times. These attacks are useful for evasive play, which may be necessary against enemies with high super armor.

The backstep R1 will cause your character to projectile vomit forward. It will do relatively low damage on impact, but its main purpose is to poison enemies. This can be a bit impractical to use as it will usually land at the origin point of your backstep. However, by unlocking and angling the camera upwards, you can increase the distance your vomit travels!

A fully charged R2 takes a while to perform, but can stagger opponents from behind. It has pretty good range, so you can use it for sneaking up on enemies. On the other hand, its second hit can miss if you're not close enough, so you don't want to stand too far from your target.

Normal Mode R1

Normal Mode R2

Normal Mode Transform Attack

Transformed Mode Tactics

The Kos Parasite's attacks are much better in transform mode. While still quite slow, they receive a good increase in reach. One of the main downsides to using this mode is in its stamina to use. It lacks a charged R2, so you'll need to use the normal mode for to use rear visceral attacks. It also requires the use of both hands, so frontal visceral attacks are out the question as well.

Transformed Mode Attacks Properties

Attack	Dmg ×	Type	Stamina	Impact	Note
R1	2.11	Arcane	28	Normal	
↳ R1 (2nd)	2.11		28	Normal	
↳ R1 (3rd)	2.37		28	Heavy	
R1 (backstep)	1.51		28 (+10)	Normal	projectile vomits forward; inflicts poison buildup
R1 (rolling)	2.06		22 (+10)	Normal	quick surprise attack
R1 (frontstep)	2.06		22 (+10)	Normal	
R1 (sidestep)	2.06		22 (+10)	Normal	
R1 (dash)	2.21		32 (+X)	Normal	
R2	2.52		56	Heavy	
R2 (backstep)	2.42		44 (+10)	Heavy	
R2 (dash)	1.11		0 (+X)	Normal	good range and damage
R2 (dash) (2nd hit)	2.52		62	Heavy	second hit
R2 (forward leap)	2.52		58	Heavy	tap forward on the stick just as you pres R2 to execute
L2	0.91		100	Light	large area of affect attack; uses 2 bullets
L2 (2nd hit)	1.11		0	Light	second hit
L2 (3rd hit)	1.11		0	Light	third hit
L2 (4th hit)	3.52		0	Heavy	fourth hit
Transform Attack	2.01		40	Light	press L1 while performing another action to execute; forced Guard Break; shoots 15 projectiles

Transformed Mode Key Attacks

The R1 chain is much more useful this time around. The ranges of these attacks are increased in this mode, and the third hit finishes off with heavy impact. Rolling and quickstep R1s also see improvements in reach, but use more stamina and do less damage. You can still use the backstep R1 to vomit on enemies, but it costs a lot more stamina, so you're better off using this attack in normal mode.

The R2 is one of the best attacks you can use in this mode. On top of having great range, it strikes with high damage and massive impact. Although this consumes a lot of stamina, you can use its length to even further distance yourself for hit-and-run tactics. An even better attack you can use is the dashing R2; it has similar reach, does better damage, but requires more stamina. Since you need some space to get the dash going, it works best as an opening attack.

A single use of the L2 will do slightly more damage than a full R1 chain. This attack is a large, multi hit area of effect explosion that consumes two bullets when used. The startup is slow, so you'll need to careful about when you use it, especially against foes with high super armor since they may continue attacks through the initial hits. Another thing to keep in mind is your bullet count. Without enough bullets, this attack will attempt and fail which can leave you wide open for a period of time.

Transformed Mode R1

Transformed Mode R2

Transformed Mode Transform Attack

Left Hand Weapons

Piercing Rifle

A rifle engineered by the Oto Workshop, the precursor to the workshop of the heretical Powder Kegs. Designed for hunting on narrow streets, this rifle has been optimized to perforation wounds, but is unfit for reliably countering attacks.

Required Stats

Strength	Skill	Bloodtinge
9	10	9

Basic Info

Found	Unlock in Shop	Circle Slot
N/A	Firing Hammer Badge	Yes

Damage from Upgrades

Weapon Level	Base	Scaling
0	80	D
1	88	D
2	96	D
3	104	C
4	112	C
5	120	B
6	128	B
7	136	B
8	144	A
9	152	A
10	160	A

The Piercing Rifle has higher base damage than most standard firearms, and great scaling to boot. The Evelyn's higher scaling will still beat in overall damage by a slight amount, but you won't need to invest nearly as many points into bloodtinge to be able to this weapon. This is good if you want to distribute your stats more evenly, but you'll still want to weigh your options since its recovery period is pretty drawn out. Its name is derived from its ability to pierce through enemies, which will allow you hit multiple targets in a line, making this especially useful against funneled crowds. As its description states, this weapon isn't particularly good for countering attacks, but it's still very possible.

Piercing Rifle

Gatling Gun

Gatling Gun

This is a highly-customised, portable version of the stationary gatling gun operated by the old hunter Djura in Old Yharnam. It was the weapon of choice of the youngest of Djura's three companions. The Gatling Gun boasts exceptional rapid-firing functionality, but is considered a cumbersome weapon, due to its excessive weight and insatiable consumption of Quicksilver Bullets.

Required Stats

Strength	Skill
28	12

Basic Info

Found	Unlock in Shop	Circle Slot
Hunter's Nightmare p26	Find Gatling Gun to Unlock	Yes

Damage from Upgrades

Weapon Level	Base	Scaling
0	80	E
1	90	E
2	100	E
3	110	E
4	120	E
5	130	E
6	140	B
7	150	D
8	160	D
9	170	D
10	180	D

The Gatling Gun takes a moment to start up, but fires rapidly once it does. It consumes Quicksilver Bullets quickly, but this isn't quite as bad as it seems, since you'll fire multiple shots per bullet. When you hit your target, only every few shots will actually deal damage. You can still move around while firing bullets, but only at walking speed. If you need to avoid something, it's better you roll or quickstep out of the way, rather than run or dash, since you'll otherwise need to wait for the weapon to be completely lowered. You can use Bone Marrow Ash on the Gatling Gun, but this won't affect its damage, so it's a waste of the item.

Church Cannon

An oversized weapon used by the Healing Church. A type of cannon that fires with a curved trajectory and creates an explosion upon impact. Originaly designed for use by brawny men with deteriorated brains, not just for any ordinary hunter. But the men lacked the wits to effective operate firearms, and the weapon was quietly ushered into permanent storage.

Required Stats

Strength	Skill
27	16

Basic Info

Found	Unlock in Shop	Circle Slot
Hunter's Nightmare p38	Find Church Cannon to Unlock	No

Damage from Upgrades

Weapon Level	Base	Scaling
0	160	E
1	192	E
2	224	E
3	256	E
4	288	D
5	320	D
6	352	D
7	384	D
8	416	D
9	448	D
10	480	D

The Church Cannon is quite similar to the Cannon, but with some key differences. Shots do not travel straight ahead a set distance before exploding. Instead, they launch in a curved trajectory and explode upon impact. You'll use 10 Quicksilver bullets for each shot, which is less than the Cannon, but you'll also deal less damage. This is still really good, since you'll be able to fire twice without equipping the Formless Oedon Rune. Though with this rune in combination with blood bullets, you can even shoot three times!

You can actually send shots much further than the Cannon's by aiming your camera upwards while firing. This isn't very practical to do in the middle of combat, however. Shots can fly over the heads of enemies and past them, and you won't be able to see if they've moved out of position. These things aside, it can still work as a handy pre-emptive attack from outside of an enemy's field of vision.

Fist of Gratia

A chunk of iron fitted with finger holes. The hulking hunter woman Simple Gratia, ever hopeless when handling hunter firearms, preferred to knock the lights out of beasts with this hunk of iron, which incidentally caused heavy stagger. Gratia was a fearsome hunter, and to onlookers, her unrelenting pummelling appeared oddly heroic. No wonder this weapon later assumed her name.

Required Stats

Strength	Skill	Bloodtinge
7	8	5

Basic Info

Found	Unlock in Shop	Circle Slot
Hunter's Nightmare p30	Find Fist of Gratia to Unlock	No

Damage from Upgrades

Weapon Level	Base	Scaling
0	60	D
1	67	C
2	74	C
3	81	B
4	88	B
5	95	B
6	102	B
7	109	A
8	116	A
9	123	A
10	140	A

The Fist of Gratia's main purpose isn't dealing great damage – it's to strip off massive amounts of enemy super armor in quick blows. Two hits alone from the Fist are generally enough to break the super armor of some of the sturdiest of foes. It works well with just about any weapon for this reason, but it compliments slower, heavier weapons best. These are usually weapons focused on strength, and the Fist of Gratia scales highly with this stat, which is another reason you'll want to pair them. If an enemy has too much super armor for you to continually stun, you can punch them with the Fist of Gratia. In combination with any super armor damage you've already dealt, it will usually cause your target to stumble instantly.

Loch Shield

An artisanal shield crafted with blue glass. Originally used to safeguard the leader presiding over a sacred Healing Church ceremony, and later supplied to tomb prospectors, in particular those exploring the labyrinth of Isz. The blue is fashioned after a lake, and the shield greatly reduces all forms of non-physical damage.

Required Stats

Strength	Skill
11	8

Basic Info

Found	Unlock in Shop	Circle Slot
Research Hall p43	Find Loch Shield to Unlock	No

Similar to the Wooden Shield, the Loch Shield does little to defend you from physical attacks. The Loch Shield's true purpose is to defend you from all other types of non-physical damage, which it does a tremendous job at. Holding L2 will bring the shield up to block attacks, but it will take off stamina while absorbing hits. Try to keep the shield up only when necessary, since you'll recover stamina by a much slower amount while defending. If you're not careful and run out of stamina while holding L2, your guard will be broken and you'll receive additional damage.

Healing Items

Blood of Adeline

Blood taken from Adeline, patient of the research hall. Restores HP, then continues to rejuvenate HP for some time. Adeline was originally one of the Blood Saints who received treatment by the Church to cultivate worthy blood. Adeline's was one of the few cases that turned out favourably.

The Blood of Adeline will instantly restore 50% of your total HP upon use, and your HP will continue to regenerate gradually for 10 seconds after that. To acquire this blood you'll need to go to the Research Hall and give some Brain Fluid to Adeline in the Floor 1 Laboratory. For more information on this, refer to p160. Like other specialty blood items, you can only hold one of these at a time, and further requests will be denied until you have used the one you're holding. After giving the third Brain Fluid to Adeline you will be unable to receive any more of her blood, so if you're going for the Milkweed Rune, make sure to get a vial of her blood first or you'll have to wait until NG+.

The Blood of Adeline will be the first of her many gifts.

Attack Items

Delayed Molotov

A special hunter tool crafted by the old Oto Workshop. These molotovs wedge into the ground when thrown, and explode on a timed delay. A shame that such a complex gadget must be sacrificed with each use of this inefficient hunter tool. Nevertheless, delayed molotovs are cherished by the minority of hunters who prefer the tricksier kill. This creation is one of the earliest-known roots of the Powder Kegs.

Damage Scaling	Strength D	Arcane A

Delayed Molotovs have the same damage scaling as normal Molotovs, inflict the same amount of damage when they hit, and deal fire damage. This means they also work well with arcane builds, but that is where their similarities end. When throwing a Delayed Molotov you will perform an underarm toss and the device will land a short distance in front of your character; you cannot increase this range regardless of how you angle your camera. Also unlike normal Molotovs, these do not explode on contact. Instead, once it makes contact with a surface a short two-second fuse is triggered, and only when that has expired will the device explode.

The fact that you always know exactly where they will go and don't have to worry about lining up a throw can work in your favor, however. If you're locked onto an enemy and backing away from it, you can throw a Delayed Molotov so that the enemy walks into it and not have to worry about a normal Molotov getting thrown over them as the close in. It's worth remembering, however, that while these devices will stick to any normal surface, they will not stick to enemies. Their ability to stick to any surface does make them ideal for setting traps. Any time you know another player or enemy is about to round a corner or come through a doorway, you can attach one of these devices nearby to give them a nasty surprise.

Light the fuse and retreat to a safe distance.

Shop	○	◠	☾	●	NG+	Required Badge
Normal	270	570	1300	2400	3000	Firing Hammer Badge

They may be inefficient, but they get the job done.

Delayed Rope Molotov

A special hunter tool crafted by the old Oto Workshop. These molotovs wedge into the ground when thrown behind one's back, and explode on a timed delay. A shame that such a complex gadget must be sacrificed with each use of this inefficient hunter tool. Nevertheless, delayed molotovs are cherished by the minority of hunters who prefer the tricksier kill. This creation is one of the earliest-known roots of the Powder Kegs.

Damage Scaling	Strength D	Arcane A

Damage wise, the Rope version of the Delayed Molotov is exactly the same as the normal one, but their usage is quite different. Like traditional Rope Molotovs, instead of throwing them in front of you, these are dropped behind your character, only now when they hit the ground you have a short 1.5 second timer before the explosion. With normal Rope Molotovs you never really want to be locked on to your target, but because you now have a timer to work with, you can lock on, start moving away, drop one behind you, and then keep backing up past the explosion's radius safely. This new tactical avenue allows you to create a guessing game for any other player you are facing; by mixing up throwing normal Molotovs, Delayed Molotovs and Rope Molotovs while moving around it will be difficult for opponents to pin you down.

Where as normal Delayed Molotovs excel for setting traps where you are already in position and looking to ambush players coming after you, Delayed Rope Molotovs are better used as a means of deterring them from chasing you. Any time you round a corner or go through a doorway with a player close behind you, drop one of these once you're out of their sight; unsuspecting players that follow quickly behind you and get caught in the blast, and even if a player does realize what you're doing, they'll have to wait for the explosion, which gives you time to set up your next move.

Shop	○	◠	☾	●	NG+	Required Badge
Normal	290	600	1400	2600	3200	Firing Hammer Badge

Rope Molotovs are ideal for those with a short fuse...

4

Multiplayer Items

Crush these foul Vermin and rise in the League.

Vermin

A centipede-like creature discovered on successful hunts by League hunters. Vermin, found hidden within filth, are only seen by League confederates, and are the root of man's impurity. The League has assumed the task of finding and crushing all vermin. Perhaps there is some mercy in the madness. Those who wish to see vermin can, and those who choose to are provided with boundless purpose.

To obtain these insects you'll need to have the Impurity Oath Caryll Rune equipped to signify you are a member of the League, and then either complete a successful co-op session, or kill a boss while having a League NPC Summoned. There are also a couple of especially strong Old Hunters in the Hunter's Nightmare that will drop one once upon their death. While they do not give you any Blood Echoes or Insight, each one you use will raise your standing within the League, and for using five you can talk to Valtr and be recognized as the master of the League. You shouldn't stop there, however, because you can keep using more and check your standing within the League Staff to see who within the League is the best at dealing with filth. For more information on Valtr, please refer to the Hunter's Appendices chapter.

Killing certain enemies will increase your exposure to Vermin...

League Staff

Hides a directory listing the names of League confederates. The League staff is the sign of a confederate. A directory within the hilt lists the names of fellow confederates. Members of the League brandish this staff to indicate themselves to fellow members of the League. There shall be no sympathy for those engaged in the bloody mission of the League. No matter that an oath must be taken to uphold the illusion.

Valtr is watching...Crush but a single Vermin to receive his approval and the League Staff.

While playing online you can use the League Staff to check the ranking (determined by the number of Vermin they have used) of all confederates within the League. To acquire it you will need to talk to Valtr in the Forbidden Woods and join the League, and then after using one Vermin, talk to him again and he will give you the League Staff. Check p156 if you wish to find out more about Valtr.

Old Hunter Bell

One of the resonating bells that cross the gaps of worlds. This bell is cracked and stained with the blood of beasts. A human must expend Insight to ring this uncanny bell. The old hunters, who have long passed from the dream but cannot forget the feeling of the hunt, rely upon messengers to relay their thoughts. Ring the bell at their side, and they are certain to give a listen. For the night of the hunt is long, and unchanging.

The Old Hunter Bell is a welcome new addition.

After acquiring at least one point of Insight, if you return to the Hunter's Dream you'll be able to find the Old Hunter Bell at the top of the stairs just outside the Workshop, near where you acquire the Notebook. Once you have this item you'll be able to see the small glowing red pillars of light that indicate the point at which you can call upon the aid of Old Hunters. Attempting to summon an Old Hunter also requires a point of Insight, so if you do not have any you will be unable to summon them. The Old Hunters can be powerful allies and provide valuable assistance against tough enemies and even bosses, but remember that any summon points in an area will disappear once the boss of that area is defeated. For a list of the allies you can summon with this bell check p162.

The Old Hunters...Such is their might and fury.

Arcane Items

Blackskye Eye

Soft eye blessed by a phantasm. They were discovered through Byrgenwerth's contact with the arcane, but in the end revealed nothing. Deep within the eye lies a vast stretch of dark sky that rumbles with an endless meteor storm. The slightest rub of the tiny orb, and the rock will tumble and soar.

Arcane Stat	Damage
16	237
25	276
50	396
99	540

To acquire the Blacksky Eye you will first need to give two Brain Fluids to Adeline in the Research Hall to get the Balcony Key. Once you have the key, go out onto the Balcony and you'll find this item on a corpse sitting in a chair among the lumenflowers. For more information on Adeline, please refer to p160.

With a requirement of only 16 arcane, you do not need to invest a lot to be able to use this attack, and it has a lot of qualities that can help fill gaps in your existing arsenal. Even with the minimum stat requirement it deals good damage, easily out-damaging most firearms unless they have been significantly upgraded, while still only using 1QS Bullet per shot. The S rank scaling it has also gives it decent damage growth should you invest more points into arcane. If you're locked on to an enemy that is either directly below or above you, this attack will compensate and still hit them, just like with firearms.

It also has slightly more range than firearms, so if you're facing another player in PvP that likes to keep you away with guns, you can use this to outrange them. While you can move during the initial part of the casting animation where your character puts their fingers to their temple, once the projectile actually starts to fire you'll be locked in place and unable to move for a short period of time. The extra range this attack provides can help offset the animation lock, because if you're using it at max range, it's highly unlikely that another player could reach you before you can move again.

The Blackskye Eye will see to many a slain foe.

The Blackskye Eye is ideal for Arcane builds.

You can use it to knock down small enemies such as any of the Dog varieties. You cannot, however, interrupt an opponent with it. Another major benefit is the fact that it is practically silent, so it is an excellent alternative to a Pebble if you're looking to pull individual enemies out of groups. You can also use it to stealthily kill enemies without alerting others nearby to your presence.

Madaras Whistle

Whistle of the Madaras twins, denizens of the Forbidden Woods. The twins grew up alongside a poisonous snake, and developed a silent, inhuman kinship. The poisonous snake grew uncontrollably, raised on a healthy diet of beast entrails. Even after their deaths, it is said to respond to the call of the twins' whistle from within the Nightmare.

Bloodtinge Stat	Damage
18	444.5
25	541.5
50	1000
99	1400

The Madaras Whistle is held by one of the twins in the Forbidden Woods, so to get it you need to get him to appear and kill him for it. To do that you will first need to speak to Valtr in the Woods and Join the League to get the Impurity Caryll Rune, then after equipping that rune you will need to acquire a Vermin. Vermin can be acquired by partaking in a successful co-op session, summoning a fellow Confederate of the League and killing a boss with them, or by killing one of the stronger Old Hunters in the Hunter's Nightmare. Once you have a Vermin, use it, and then return to the Woods and speak with Valtr again to

Kill the Madaras Twin for his whistle.

become recognized as a full member of the League. If you now leave the area via the Lamp and come straight back again, you'll find Younger Twin Madaras standing nearby with his back to you; kill him and he'll drop the Whistle for you.

Although the Whistle requires 18 bloodtinge, and uses bloodtinge for scaling, it still deals arcane Damage, so it's a great way for players with bloodtinge builds to inflict a lot of arcane damage. Upon blowing the whistle, a portal to the Nightmare opens beneath you, and shortly after that the head of a giant snake will come bursting up through it. The time between blowing the Whistle and the snake appearing is extremely small, and if you're not careful it's very easy to get hit by the snake yourself. This attack also has quite a small area of effect (not much bigger than the radius around your character), but up until the point that the snake starts to withdraw into the portal the attack is considered active, so make sure you don't move back into the area prematurely.

After blowing the Whistle you can avoid the snake by either walking in a straight line without stopping or changing directions, or alternatively you can Quickstep in any direction to be less predictable. The small radius and inherent danger for the user are offset by the speed and sheer amount of damage it's possible to inflict with this attack. Anytime you're near a boss and only have a second or so to act, you can use this attack to inflict a large amount of damage quickly, and still have to evade as needed. Similarly it can be very good against aggressive enemies that relentlessly pursue you. Enemy Hunters often fall into this category, so you can wait for them to get close, blow the Whistle, and then Quickstep backwards away from them and watch as they get hit while trying to follow.

Death from below...

Accursed Brew

Skull of a local from the violated fishing village. The inside of the skull was forcibly searched for eyes, as evidenced by innumerable scratches and indentations. No wonder the skull became stewed in curses. They who offer baneful chants. Weep with them, as one in trance.

Arcane Stat	Damage
30	500
50	660
99	900

The Accursed Brew is held by the Fisher Priest near the entrance to the Fishing Hamlet, but before he'll hand it over to you he must first recognize you as an ally. To accomplish this you'll need the Milkweed Caryll Rune, which you can get by giving three Brain Fluids to Adeline in the Research Hall. For more information on this, please refer to p160. Once you have the rune, equip it so that you take on the appearance of a Lumenwood, and then speak to the Fishing Hamlet Priest; after the conversation he will willingly hand over the Accursed Brew.

This item has quite a high requirement of 30 arcane, so using it will require a significant investment and it's only really recommended for full arcane builds. You will need 2 QS Bullets to use this attack, and once initiated, a skull will materialize in your character's hand, and then be thrown a short distance before exploding. The distance it travels before exploding is about half of your normal lock-on range, so you'll need to be quite close to your target when using it. As well as exploding automatically after traveling a short distance, the skull will also blow up upon contact with any surface or enemy. Because the skull is thrown straight it's much easier to hit targets than with other thrown weapons such as Molotovs. The large radius means that even should you not land a direct hit, you're still likely to hit your target.

The actual radius of the explosion is slightly smaller than it appears, so always take that into consideration when using it without locking on to a target. With the correct spacing, however, this attack can be extremely effective at clearing corners that enemies are either hiding behind or are about to come around. Because the skull will detonate in mid-air, you can throw it past the corner of a wall or doorframe and have it blow up just on the other side, hitting any enemies that think they're safe behind the wall. It's also very effective against groups of enemies, since it's extremely easy to hit all of them with a single attack, and the relatively high damage to small QS Bullet ratio allows you to inflict a lot of damage with minimal resource usage.

Equip the Milkweed Rune and the Fisher Priest will bear a gift.

The Accursed Brew is another welcome boon to those adept in the Arcane arts.

Key Items

Underground Cell Key

Key to the cell below the Grand Cathedral. Hunters are held within the underground cell, so that things better left unseen, and knowledge better left unknown, will decay quietly in the fallow darkness.

This key will unlock the majority of the cells in the Underground Cell (p31) area towards the end of the Hunter's Nightmare, with the only exception being the Inner Chamber Cell. By opening those cells you'll be able to take on a fearsome Hunter and claim the Church Pick weapon from him, as well as free the tormented, Yamamura the Wanderer to get his Attire set. To acquire it you will need to make your way up to the Rafters of the Research Hall and activate the mechanism there to raise the staircases. Only then will you be able to reach Floor 3 - West Side (p43), where the key resides.

In a darkened room you will find the key.

Balcony Key

Key to the balcony on the first floor of the Research Hall. Lady Maria of the Astral Clocktower gave this to the patient, Adeline. Maria had hoped Adeline would find comfort in the faint breeze that carried the scent of flowers from the outside, but Adeline couldn't fathom her intentions.

To obtain this key you'll first need to offer a helping hand to Adeline in the Floor 1 Laboratory room of the Research Hall (p37). You will need to give her two of the Brain Fluids that she wants, which will mean exploring some of the Research Hall to find them; the first can be found on a staircase landing between Floor 3 and 4 (p41), and the second one is on a beam in the Upper Rafters (p42). For more information on Adeline's quest, please refer to p160.

Give two Brain Fluids to the Adeline to receive the Balcony Key.

Astral Clocktower Key

Key to the Astral Clocktower at the top of the Grand Cathedral. The caretaker of the tower's numerous patients, known to them only as Lady Maria, made her home behind the giant star-interpreting clock.

You'll automatically receive this key upon defeating the Living Failures boss towards the end of the Research Hall (p44). Once you have it you'll be able to open the door to the Astral Clocktower that the boss was guarding.

Defeat the Living Failures for the key to the Astral Clocktower.

Underground Cell Inner Chamber Key

Key to the inner chamber of the cell below the Grand Cathedral. The innermost chamber of the underground cell holds a lone madman. He wears a beast hide, and rings a bell that emits no sound. Unending death awaits those who can hear the soundless bell.

To open the final cell in the Underground Cell area you'll need to travel all the way to the Lighthouse Hut in the Fishing Hamlet (p52). When you reach that area you'll find Simon on the ground just inside the hut, and if you speak with him twice he will drop this key along with his Bowblade. If you have never spoken with Simon, the key will be sitting on the floor near the lamp. Once you get inside the cell you'll be able to speak with and kill Brador if you wish, but make sure you get all of his Attire first, because you'll be unable to once he's dead.

Follow the Seeker of Secrets and he will trust you with this key.

Laurence's Skull

Skull of Laurence, first vicar of the Healing Church. In reality he became the first cleric beast, and his human skull only exists within the Nightmare. The skull is a symbol of Laurence's past, and what he failed to protect. He is destined to seek his skull, but even if he found it, it could never restore his memories.

Laurence's Skull is located on a hidden altar beneath the surgery altar in the Recovery Room; the same altar that acts as an elevator leading to the Research Hall (p31). To reach it you will either need to enter the Recovery Room via the Balcony you can access from the 1st Floor Balcony in the Research Hall, or to access it earlier, walk onto the altar so that it goes up, and then run off before it gets too high. Once you have the skull, bring it to the Nightmare Grand Cathedral in the Hunter's Nightmare to face off against Laurence, the First Vicar.

Return Laurence's Skull to it's owner to do battle with him.

The hidden Surgical Altar holds Laurence's Skull.

Eye Pendant

An eye pendant which unlocks the surgery altar. There are two cathedrals in the Hunter's Dream. One lies past the River of Blood, and another contains the private research hall of the Healing Church. Only chosen members of the Healing Church, or their lamentable patients, can enter the research hall, using this eye. Grant eyes to the surgery altar skull.

The Eye Pendant is sitting on an altar at the back of the Nightmare Grand Cathedral in the Hunter's Nightmare (p24). It is required to activate the surgery altar in the Recovery Room.

Collect the Eye Pendant to activate the Surgery Altar later on in the Recovery Room.

Celestial Dial

A celestial dial that functions with the giant Astral Clock in the Grand Cathedral. When the dial is held up towards the Astral Clock, the clock will come to life, and reveal a secret to its curious interloper.

After defeating Lady Maria of the Astral Clocktower, The Celestial Dial will appear on the floor near the entrance of the room you fight her in (p45). Once you have it, walk over to the opposite end of the room to activate the mechanism and open the path to the Fishing Hamlet.

The Celestial Dial will open the path to the Fishing Hamlet.

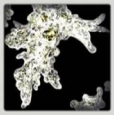
Eye of a Blood-drunk Hunter

The eye of a blood-drunk hunter. Its pupil is collapsed and turned to mush, indicating the onset of the scourge of beasts. A hunter who goes drunk with blood is said to be taken by the Nightmare, destined to wander forever, engaged in an endless hunt. It is a fate that no hunter can escape.

You will need to acquire this item before you can enter any of the new areas, so getting it should be a high priority. To make it appear you will need to first progress through the main game until you have defeated Vicar Amelia in the Grand Cathedral and inspected the altar at the back of the room to advance time to Night. At that time you can return to the Hunter's Dream and you'll find this item at the base of the stairs, exactly where the Messengers gave you their gifts at the start of the game.

The Eye of a Blood-drunk Hunter will set you on the Old Hunter's path...

Brain Fluid



Greyish amoeba-shaped brain fluid. Wobbles and bounces. Extracted from a patient whose head expanded until that was all that they were. Once, a young girl had an older brother who was determined to become a doctor, and so she wilfully became his patient. In the end, this led to their encounter with the Eldritch Truth, for which they considered themselves blessed.

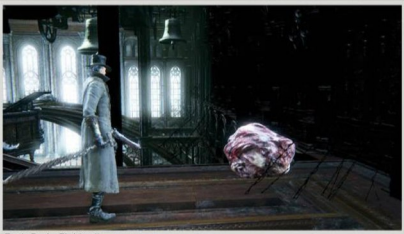
In the early days of the Healing Church, the Great Ones were linked to the ocean, and so the cerebral patients would imbibe water, and listen for the howl of the sea.

Brain fluid writhed inside the head, the initial makings of internal eyes.

We fail to realise our own latent potential, until the moment it is lost, and we sense its absence. Ironically, this is the very nature of insight, like the moment one licks one's own blood, only to be startled by its sweetness.

You can obtain three Brain Fluids in total, each of which can be given to Adeline for a different reward. Since they all come with slightly different descriptions, they're also worth obtaining for the lore insight they provide. The first Brain Fluid is found on a staircase landing between Floor 3 and 4 (p41), and to reach the second one you will need to go to the Upper Rafters (p42). The third one can only be obtained from Adeline herself after having given her the first two. For more details on this, please refer to (p160).

Adeline craves Brain Fluid.



Each Brain Fluid tells a story.

Badges

Firing Hammer Badge

Badge crafted by the Oto Workshop, precursor to the workshop of the heretical Powder Kegs. The Powder Kegs were driven by singular ideas, and crafted strange weapons of great intricacy. It is clear that the philosophy of the Powder Kegs was already established at this time.

Shop Items Unlocked	Delayed Molotov, Rope Delayed Molotov, Piercing rifle

This badge is held by the Bestial Hunter in the Hunter's Nightmare (p26). In order to obtain it you'll need to defeat him first. Although the badge does not add many items to your shop lineup, if you're a Trophy hunter or a completionist it's still quite important, because it's the only way you can gain access to the Piercing Rifle.

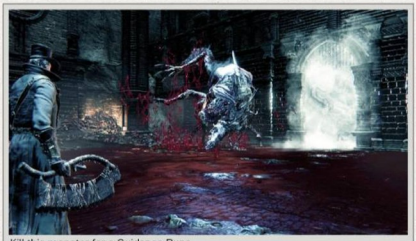
Slay the Bestial Hunter for the Firing Hammer Badge.

Caryll Runes

Guidance

A Caryll rune discovered by the old hunter Ludwig along with the Holy Moonlight Sword. Boosts amount of life recovered by rallying. When Ludwig closed his eyes, he saw darkness, or perhaps nothingness, and that is where he discovered the tiny beings of light. Ludwig was certain that these playful dancing sprites offered "guidance," and emptied Ludwig of his fears, at least in the midst of a hunt.

Effect	Acquired from
Boosts rally potential +10%	Research Hall [p42]
Boosts rally potential +20%	Hunter's Nightmare [p30]
Boosts rally potential +30%	Depth 5 Root Dungeons



Kill this monster for a Guidance Rune.

Rally potential governs how much health you recover with each swing of your weapon as part of the Regain system, and by equipping one of these Guidance runes you will be able to increase that amount. Getting more health back with each attack will allow you to replenish your health quicker after getting hit, which in turn will allow you to be more aggressive when fighting enemies. Since the increase is applied to each hit you land, faster weapons or ones with attacks that hit multiple times get the most benefit from these runes.

Oath Runes

Impurity

A Caryll rune that transcribes inhuman sounds. This rune, discovered inside the forbidden beast eater, came to symbolise "Impurity," and the oath of the League. Confederates of the League cooperate with hunters from other worlds, and hunt to discover vermin. Vermin writhe within filth, and are the root of man's impurity. Crush all vermin without hesitation.

To obtain the Impurity rune you'll need to travel to the Forbidden Woods Lamp and enter the small windmill building nearby, where Valtr, Master of the League now resides. Once there, speak with him and agree to join the League to receive the rune. Equipping the rune has the added benefit of giving you an extra 2% HP during any co-op session, but the main reason to equip it is so that you're identified as a Confederate of the League during co-op. For more information on Valtr, please refer to p156.

Equip the Impurity Rune to show your loyalty to the League...

... and fellow Confederates will come to your aid.

4

Beast's Embrace

After repeated experiments in controlling the scourge of beasts, the gentle "Embrace" rune was discovered. When its implementation failed, the "Embrace" became a forbidden rune, but this knowledge became a foundation of the Healing Church. Those who swear this oath take on a ghastly form, and enjoy accentuated transformation effects, especially while wielding a beast weapon.

While the increase to your Beasthood provided by this rune is only relatively small, it does have other rather more unique properties. Equipping the rune will cause your character model to undergo a slight transformation and take on a more beastly appearance, including a large fur mane. Additionally, if you have this rune equipped at the same time as the Beast Claw weapon, the moveset of the weapon will change, and you'll gain access to entirely new attacks. To acquire this rune you will first need to get Laurence's Skull from the hidden altar in the Recovery Room (p31), and then take it to the Nightmare Grand Cathedral in the Hunter's Nightmare so that you can face Laurence, the First Vicar (p89). Upon defeating him you will automatically get the rune.

Defeat Laurence, the First Vicar for the Beast's Embrace Rune.

Embrace the Beast within when you equip this rune.

Milkweed

A Caryll Rune envisioned by Adeline, patient of the research hall. A transcription of the inhuman, sticky whispers that reveal the nature of a celestial attendant. Those who take this oath become a lumenwood that peers towards the sky, feeding phantasms in its luscious bed. Phantasms guide us, and lead to further discoveries.

Equipping this rune will cause your character to take on the unique appearance of a lumenwood, overwriting your existing character's facial features and head attire. Once you're in this state you'll be able to tap into the hidden powers of the otherwise unimpressive Kos Parasite weapon, unlocking its full potential. As an added benefit you'll also gain a small increase to item discovery. Obtaining this rune will mean aiding Adeline in the Research Hall, because only once you have given her three of the Brain Fluids she wants will she hand the rune over to you. For information on how to do this, please refer to p160.

The Milkweed Rune will be Adeline's final gift to you.

Warning! There may be side effects to equipping the Milkweed Rune.

Gestures

League Oath (Confederate)

Before you can obtain this Gesture you must go to the Forbidden Woods and enter the small windmill near the lamp so that you can speak with Valtr and become a member of the League. After joining, equip the Impurity Oath Caryll Rune, and then you will need to either complete a successful co-op session with another player, or summon one of the League NPCs and defeat a boss with them to obtain a Vermin. Use the Vermin, and then return to Valtr in the Woods and he will reward you with the League Staff and this Gesture. To find out more about Valtr and the League, please refer to p156.

League Oath (Master)

There is no way to obtain this Gesture independent of the Confederate version, so you will have to acquire that one first before you can get this version. After using five Vermin, speak with Valtr again and he will recognize you as the worthy successor that he has been searching for and you will be recognized as the Master of the League. Once that has taken place, the Confederate version of the Gesture will automatically change to this one that has a slightly different animation. For full details on Valtr refer to p156.

Attire

In this section we complete Bloodborne's wardrobe with some fancy new additions. Of course, their effects on your defence aren't as important as the way they look, but having the right bit of extra defence for the situation can still save your life.

When you're a hunter, it's important to look the part.

Brador's Attire

The bloodied hide of a horrible cleric beast, pulled over the back. Without the attached beast hide, this foreign garb wouldn't raise anyone's eyebrows. The scalp is of a horrible cleric beast, indicating that hunter Brador, a Healing Church assassin, had killed a compatriot. Afterward, he wore his ally's own scalp, and hid himself away, deep below in a cell. The Church provided him with a single, soundless bell of death, to ensure their secrets would be kept. Brador donned a compatriot's beastly scalp and hide while still moist with blood. Most of the blood stains on this hide were from that day.

WHERE TO FIND One piece is acquired from killing each phantom of Brador [p159]

Basic Stats	Buy	Sell											
Brador's Testimony	–	4800	50	60	50	50	20	20	30	18	10	6	56
Beast Hide Garb	–	7200	120	120	70	80	60	40	50	38	31	20	66
Bloodied Arm Bands	–	3600	30	40	30	40	40	30	40	10	14	14	36
Bloodied Trousers	–	3600	40	50	40	50	50	40	50	11	16	16	46

Butcher's Attire

Attire of the Madaras twins, denizens of the Forbidden Woods, likely belonging to the older of the two. Both the twins became hunters, and brought back and dissected their beast prey, in order to support the villagers in their forbidden research. The twins grew up in silent kinship with a poisonous snake. Eventually they learned human ways, and became hunters. When they discovered vermin even in their beloved snake, the younger brother is said to have murdered the older.

WHERE TO FIND Hunter's Nightmare [p28]

Basic Stats	Buy	Sell											
Butcher Mask	–	1500	50	30	50	30	40	30	50	20	19	11	9
Butcher Garb	–	3000	100	60	100	60	90	70	110	53	59	33	29
Butcher Gloves	–	1500	60	40	60	40	50	40	60	27	31	17	15
Butcher Trousers	–	1500	60	40	60	50	50	50	60	32	34	19	17

Constable's Attire

Once upon a time, a troupe of foreign constables chased a beast all the way to Yharnam, and this is what they wore. The constables became victims of the beast, except for one survivor, who in turn devoured the creature whole, all by himself. This fable is a favourite among Yharnamites, who are partial to any stories of pompous, intolerant foreigners who suffer for their ignorance. It makes the blood taste that much sweeter. The iron helm resembles an upside-down bucket. A single hole allows one to peek out with a single eye, which is probably all that its original owner had. The Master's Iron Helm is passed down among masters of the League. Valtr had in fact lost the ability to see vermin long ago.

WHERE TO FIND Hunter's Nightmare [p28], Helm: Defeat Valtr, Master of the League [p156], **UNLOCK CONDITION** Master's Iron Helm: Complete Valtr, Master of the League's Questline [p156]

Basic Stats	Buy	Sell											
One-eyed Iron Helm	–	7500	60	20	50	50	20	30	0	6	10	13	23
Constable's Garb	–	10000	90	100	70	80	100	110	120	44	35	23	52
Constable's Gloves	–	5000	60	60	50	50	50	60	60	23	17	12	31
Constable's Trousers	–	5000	60	60	50	50	50	60	70	25	18	14	35
Master's Iron Helm	–	15000	60	20	50	50	20	30	0	6	10	13	23

Decorative Old Hunter Attire

The old hunter top hat is warped by blood stains. In the old days, when hunters were ten a penny, this was part of their standard garb. The garb is decorated with brass trinkets. The gauntlets are made of brass to protect their weapon-bearing hands. At the time, some hunters believed that certain metals would ward off beast blood. On a night of the hunt, it is no wonder that people would resort to superstition.

WHERE TO FIND Hunter's Nightmare [p26/p22], Garb & Trousers: Research Hall [p39]

Basic Stats	Buy	Sell											
Old Hunter Top Hat	–	1100	30	60	40	30	30	20	40	8	5	17	13
Decorative Old Hunter Garb	–	2200	110	70	80	110	60	120	50	36	23	38	48
Old Hunter Gloves	–	1000	60	50	50	60	50	70	40	19	10	23	29
Decorative Old Hunter Trousers	–	1100	70	50	50	70	40	70	40	19	13	20	29

Enlarged Head

An enlarged head of a patient of the Cathedral, with a cavity that just happens to fit a human head, although one would be mad to try it on. But if you do, listen carefully, for the sticky sound. Drip, drop. As water, seeping up from the depths, slowly, steadily.

WHERE TO FIND Research Hall [p41]

Basic Stats	Buy	Sell											
Enlarged Head	–	10	20	60	0	20	50	20	20	6	6	1	0

Harrowed Attire

Certain Church hunters obfuscate their identities and slip into the nooks and crannies of the city. This is the garb that allows these harrowed individuals to go unnoticed. These hunters are keen to early signs of the scourge, serving as a first line of defence against its outbreak. Or perhaps, when the time is ripe, they find signs of the scourge where there are none. It just goes to show, the corner beggar is not always who he seems.

WHERE TO FIND Fishing Hamlet [p50]

Basic Stats	Buy	Sell											
Harrowed Hood	–	50	60	40	50	40	60	50	50	20	19	2	18
Harrowed Garb	–	1000	120	80	90	90	110	90	110	56	58	9	44
Harrowed Gloves	–	500	60	40	40	60	50	40	50	35	31	4	25
Harrowed Trousers	–	500	70	50	50	60	60	50	60	38	33	5	27

Maria's Hunter Attire

Among the first hunters, all students of Gehrman, was the lady hunter Maria. This was her hunter's attire, crafted in Cainhurst. Maria is distantly related to the undead queen, but had great admiration for Gehrman, unaware of his curious mania.

WHERE TO FIND UNLOCK CONDITION: Defeat Lady Maria of the Astral Clocktower [p94]

Basic Stats	Buy	Sell											
Maria Hunter Cap	3	21000	40	40	40	70	30	40	50	6	17	10	4
Maria Hunter Garb	5	42000	80	70	80	150	70	60	80	20	51	30	16
Maria Hunter Gloves	3	21000	50	50	50	70	50	50	50	10	27	15	8
Maria Hunter Trousers	3	21000	50	50	60	80	50	50	50	11	30	17	9

Old Hunter Attire

The old hunter cap has a wide brim that hides their sharp gaze. In the old days, when hunters were ten a penny, this was part of their standard garb. The old hunter gauntlets were made of brass to protect their weapon-bearing hands. The trousers protected countless hunters from the beasts in an older age. A widespread belief of the period was that "beast blood crept up the right leg," and this led to the double-wrapped belt. At the time, some hunters believed that certain metals would ward off beast blood. On a night of the hunt, it is no wonder that some resort to superstition. One day, the hunters disappeared, and Yharnamites began to whisper of the hunters' sin. Drunk with blood, chasing after beasts, they would pass on to the Nightmare, every last one of them.

WHERE TO FIND Hunter's Nightmare [p52]

Basic Stats	Buy	Sell											
Old Hunter Cap	–	1000	50	30	40	50	30	60	20	11	5	13	19
Old Hunter Garb	–	2000	100	70	80	100	70	120	50	36	19	44	48
Old Hunter Gloves	–	1000	60	50	50	60	50	70	40	19	10	23	29
Old Hunter Trousers	–	1000	60	50	60	60	50	70	40	20	11	25	33

Yamamura's Hunter Attire

Garb of a distant Eastern land, worn by Yamamura the Wanderer. The standard hunter's hat and staff were given to him when he became a hunter and confederate of the League. The old hunter arm bands wound tightly to prevent infection with the scourge. Of course, the idea that the scourge was infectious was pure hearsay. This Eastern warrior pursued a beast for honourable revenge, then became a hunter of the League. But when he stared straight into impurity, it drove him mad.

WHERE TO FIND Defeat Yamamura the Wanderer [p161]

Basic Stats	Buy	Sell											
Yamamura Hunter Hat	–	4000	50	30	40	50	30	60	20	5	11	19	13
Khaki Haori	–	19200	80	60	70	90	80	130	70	37	34	25	18
Old Hunter Arm Bands	–	4000	40	40	40	50	60	90	50	19	17	12	11
Wine Hakama	–	9600	40	40	50	50	60	90	50	21	19	19	15

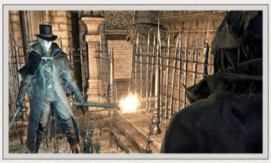
Chapter 5

Hunter's Appendices

Learning about the characters that inhabit The Old Hunters will provide you with an entire new perspective on Bloodborne's story. Sometimes the small details are the ones that really matter, and this chapter is full of them. You'll find complete shop lists, a trophy guide and much more on the pages that follow.

NPCs

Several interesting new NPCs can be found within the Old Hunters areas, and new ones have also been added to Chalice Dungeons and certain spots in the base game. In the following appendix you'll find complete lists of their locations, loadouts and interaction progression as well as the conditions necessary for meeting them. Interactions with NPCs in the expansion areas are not affected by the time of day in Yharnam; they are solely dependent upon your progression in the additional content and can be completed after gaining access to the Hunter's Nightmare without further advancing through the main story.



Quest NPCs

The NPCs listed in this section are either directly involved in quests of their own or play lesser roles such as granting you items and illuminating fragments of plot through spoken dialogue.

Valtr, Master of the League

Valtr is the sole survivor of a trio of constables who once chased a beast from a neighboring region all the way to Yharnam. His two comrades were slain by the beast, but he in turn dispatched the creature and devoured its entire corpse by himself. This led Valtr to discover the "Impurity" rune, which allows its bearer to see Vermin – the root of man's impurity. Valtr resolved to expunge all Vermin in the name of ultimate purification and formed the League of Confederates to further this all but unattainable goal. The endless march of time has slowly eroded his strength, and in his advancing age he now seeks a candidate worthy enough to take his place as Master of the League.

Strategy

Should you decide to attack Valtr in the Forbidden Woods, know that you'll have a tough fight on your hands – especially if you do so during your first visit to the area. He has a great deal of HP and wields the Whirligig Saw, a trick weapon whose individual attacks in its transformed mode can inflict multiple hits and deal tremendous amounts of damage very quickly. Valtr isn't the most agile of opponents, but will still attempt to dodge your gunshots and thrown weapons with quicksteps; he will also occasionally fire a burst at you with his Hunter Blunderbuss, especially if you back out of range of his melee attacks. His slow swings provide good opportunities to interrupt him, however, and if you have the Beast Roar or another means of knocking him backward, you can use it to send him flying off the upper floor of the shortcut elevator to his death.

Equipment

Right Hand 1	Whirligig Saw +6	Head	One-Eyed Iron Helm
Right Hand 2	Bare Fists	Body	Constable's Garb
Left Hand 1	Hunter Blunderbuss +6	Hands	Constable's Gloves
Left Hand 2	Bare Fists	Feet	Constable's Trousers

Event Items

Item	Requirement
"Impurity" Rune	Agree to join the League.
League Staff "League Oath" Gesture	Speak to Valtr after crushing one Vermin.
Upgraded "League Oath" Gesture	Complete Valtr's quest through Step 4.
Master's One-Eyed Iron Helm	Complete Valtr's quest through Step 5.
One-Eyed Iron Helm	Kill Valtr at any time before completing Step 5.

Interactions

Forbidden Woods | Small Windmill

Speak to him the first time and agree to join the League. He will give you the "Impurity" Caryll Rune, allowing you to obtain Vermin. "Valtr, Master of the League" becomes available as a summoned NPC at this point.

▼

Forbidden Woods | Small Windmill

Speak to him after crushing one Vermin to receive the League Staff and the "League Oath" gesture.

▼

Forbidden Woods | Small Windmill

Speak to him after crushing a total of two Vermin for a few additional lines of dialogue.

▼

Forbidden Woods | Small Windmill

Speak to him and exhaust his dialogue after crushing a total of five Vermin to receive the upgraded "League Oath" gesture.

▼

Forbidden Woods | Small Windmill

Change areas and return to the Forbidden Woods after completing Step 4. Enter the Small Windmill and collect the Master's One-Eyed Iron Helm from the spot where Valtr was standing. From this point onward, "Valtr, Beast Eater" will replace "Valtr, Master of the League" in all of his summon locations.

Basic Information

			Item Drops											
Forbidden Woods	3617	7277	One-Eyed Iron Helm [100%]	244	220	202	211	203	237	230	140	128	—	—

Simon, Seeker of Secrets

A mysterious figure encountered in the Hunter's Nightmare. Although his outward appearance suggests a destitute beggar, his presence in the nightmare and his apparent preoccupation with secrets betray some manner of hidden agenda. In order to reach his initial location, you'll need to loop back through the Chapel Tunnel from the River of Blood; depending upon your actions he may or may not appear at the Underground Corpse Pile after defeating Ludwig, but as long as you speak to express your interest in nightmares to him before clearing that boss battle, you'll find him on the floor of the Lighthouse Hut in the Fishing Hamlet.

5

Strategy

Simon doesn't use standard firearms, wielding instead the Fists of Gratia and Simon's Bowblade. The Bowblade becomes a completely different type of ranged weapon in its transformed mode, however, and he will alternate between peppering you with ranged attacks and striking up close with the blade's sword form. His attacks are relatively weak compared to other NPCs and ordinary R1 combos are effective; he can be interrupted when using close-range attacks but attempting to do so while his weapon is in bow mode will almost always result in the two of you trading shots, which can prevent you from being able to follow through with a visceral attack in time. While he has relatively low health compared to other enemy Hunters in the Hunter's Nightmare, he can still put up a respectable fight if you attempt to kill him early in the game.

Equipment

Right Hand 1	Bare Fists	Head	Harrowed Hood
Right Hand 2	Simon's Bowblade +8	Body	Harrowed Garb
Left Hand 1	Bare Fists	Hands	Harrowed Gloves
Left Hand 2	Fists of Gratia +8	Feet	Harrowed Trousers

Event Items

Item	Requirement
Holy Moonlight Sword	Speak to Simon before defeating Ludwig. Tell Simon that you're interested in the nightmare. Defeat Ludwig and speak to him while wearing Healing Church attire, then reload the area and speak with Simon to receive the sword. It can still be obtained directly from Ludwig if you do not complete Step 2 of the Seeker's quest.
Simon's Bowblade Underground Cell Inner Chamber Key	Complete Simon's quest through Step 3 or kill him at any point before then to obtain the Bowblade. You will receive the key from him if he survives to this point; otherwise you'll find it on a corpse in the same room.

Interactions

Hunter's Nightmare | Nightmare Chapel

Circle back through the hall behind the locked door in the Nightmare Chapel to find him. Tell him you're interested in the nightmare to advance his quest.

Hunter's Nightmare | Underground Corpse Pile

Defeat Ludwig, then speak to his head while equipped Healing Church attire in your body slot and answer "no." Reload the area to find Simon standing next to Ludwig's head; speak to him and he will give you the Holy Moonlight Sword. This step will be automatically skipped if you don't speak to the Seeker before defeating Ludwig, or if you tell Ludwig "yes" or speak to him when not wearing Church attire.

Research Hall | Research Hall Entrance

If you answered "No" to Ludwig while wearing Church attire and received the Holy Moonlight Sword from Simon, he will be waiting at the Research Hall Lamp when you arrive. He will offer a few additional lines of dialogue, but no new rewards. If you handled Step 2 in any other way, the Seeker will not be present in this location and the quest will skip to Step 4.

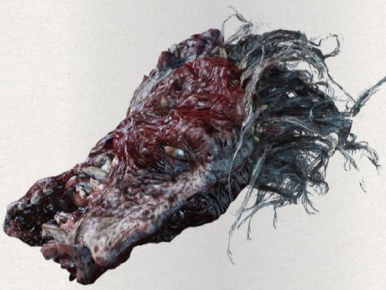
Fishing Hamlet | Lighthouse Hut

Defeat Maria and make your way to the Lighthouse Hut. Simon will be inside lying on the ground directly to the right of the entrance; speak to him to obtain Simon's Bowblade and the Underground Cell Inner Chamber Key. If Simon has already been killed or if you did not start his quest before this point, the key will instead be located on a corpse near the Lamp.

Basic Information

			Item Drops											
Hunter's Nightmare	2925	8547	Simon's Bowblade [100%]	276	194	211	228	252	211	244	214	206	—	—
Research Hall	2925	8547	Simon's Bowblade [100%]	276	194	211	228	252	211	244	214	206	—	—
Fishing Hamlet	1896	2137	Simon's Bowblade [100%]	276	194	211	228	252	211	244	222	214	—	—

Ludwig, the Holy Blade (Head)



The first hunter of the Healing Church and founder of their workshop. Though Ludwig dedicated his life to the good of his fellow hunters, he ultimately became victim to the curse of blood and beasts, eventually becoming trapped in the nightmare like so many after him. Though completely transformed when you first encounter him, deep down Ludwig still retains his pride as a hunter and will rediscover his guiding light for one last hunt, partially regaining his humanity mid-battle. If you are wearing Healing Church attire when you speak to him after his defeat, he will implore you to validate his sacrifices and enable him to finally rest in peace; whether you choose to tell him a merciful lie or the bitter truth is your decision alone.

Event Items

Item	Requirement
Holy Moonlight Sword	To obtain the sword without killing him, speak to him while wearing Healing Church attire and answer, "Yes;" otherwise, receive it from the Seeker of Secrets or simply attack Ludwig and he will drop it.

Interactions

Hunter's Nightmare | Underground Corpse Pile

After being defeated in battle, Ludwig's head will remain on the ground to the left of the stairs leading to the exit. If you speak to him while wearing non-Church attire he'll offer a few lines of dialogue, then fall silent; in this case you'll need to finish him in order to obtain the Holy Moonlight Sword. If you're wearing a Healing Church garment in your body slot, Ludwig's dialogue will change and he'll offer you a yes/no prompt; answer yes and he'll give you the sword immediately. If you answer "no" and reload the area, the Seeker of Secrets will show up and finish Ludwig; at this point you can obtain the sword by speaking to the Seeker.

Basic Information

Special Weakness: Serration

			Item Drops											
Hunter's Nightmare	—	0	Holy Moonlight Sword]100%]	140	140	140	140	252	119	168	999	999	—	—

Brador, Church Assassin

An assassin of the Healing Church tasked with protecting the secrets hidden beyond the Hunter's Nightmare, Brador has been willingly locked away in the deepest cell of the Research Hall's prison for so long that his eccentric manner could be the result of eroding sanity or merely old age. He has seen many a comrade fall to the scourge of beasts and has freed at least one by his own hand, donning the bloodied hide as a testament and sequestering himself in the nightmare away from prying eyes. Although your progress into the Fishing Hamlet will eventually brand you his target, Brador is loath to claim another victim and will initially offer you a sincere warning to stay away. He will invade you in a total of four locations throughout the Fishing Hamlet and the Hunter's Nightmare, and will invade repeatedly in the same spots each time you return until you open his cell and kill him.

Strategy

Brador will not attempt to defend himself when you enter his cell and any attack will kill him. For the invading version of Brador, please see p85 of the Bestiary chapter.

Equipment

Right Hand 1	Bloodletter +9	Head	Brador's Testimony
Right Hand 2	Bare Fists	Body	Beast Hide Garb
Left Hand 1	Ludwig's Rifle +9	Hands	Bloodied Armbands
Left Hand 2	Bare Fists	Feet	Bloodied Trousers

Event Items

Item	Requirement
Bloodied Armband	Defeat Brador's phantom at the location specified in Step 2.
Beast Hide Garb	Defeat Brador's phantom at the location specified in Step 3.
Bloodied Trousers	Defeat Brador's phantom at the location specified in Step 4.
Brador's Testimony	Defeat Brador's phantom at the location specified in Step 5.
Bloodletter	Put an end to Brador once and for all by killing him in his cell.

5

Interactions

Hunter's Nightmare | Underground Cells

Speak to him through the door of his cell and answer either "I hear the bell" or "I hear nothing." Your choice here has no effect on the quest other than eliciting different responses from Brador.

Fishing Hamlet | Flooded Village – Overlook

Brador will invade at the far end of the first bridge past the Lighthouse Hut; defeat him and you will receive the Bloodied Armbands.

Fishing Hamlet | Flooded Village – Stilts

Brador will invade at Position A when you exit through the scaffolding under the building; defeat him and you will receive the Beast Hide Garb.

Fishing Hamlet | Access Tunnel

Brador will invade at the dead end branch of the cave leading back to the well; defeat him and you will receive the Bloodied Trousers.

Fishing Hamlet | Underground Cells

After you have obtained the key to his cell [p157], Brador will invade at the top of the connecting stairwell when you return to the Underground Cells. Defeat him and you will receive Brador's Testimony.

Hunter's Nightmare | Underground Cells

Kill Brador in his cell and he will drop the Bloodletter. Eliminating him here will also put an end to his constant invasions.

Basic Information

			Item Drops											
Research Hall	—	0	Bloodletter [100%]	221	245	177	202	159	123	159	187	181	—	—

Adeline, Research Hall Patient

Adeline is a hapless but kindly patient of the Research Hall and a former Blood Saint of the Healing Church. You'll encounter her after entering the Floor 1 Laboratory via the connecting elevator, at which point she'll implore you to bring her Brain Fluid and offer her blood in return. Do so and she'll make good on her word; do so again and she'll show her gratitude by handing over the Balcony Key, giving you access to the Blacksky Eye. Giving her a third Brain Fluid (her own, no less) will, bizarrely, enable her to achieve an epiphany and free her from a terrible burden; at this point she will share her discovery with you and fade away in peaceful contentment.

Event Items

Item	Requirement
Blood of Adeline	Give Adeline one Brain Fluid. The order in which you give them to her has no effect on the quest, but if you are already carrying another special blood vial (such as Arianna's or Adella's) you won't be able to receive blood from her. If you speak to Adeline again after changing areas with no other special blood vials in your inventory, you can continue to receive vials of her blood until you complete her quest.
Balcony Key	Give Adeline the second Brain Fluid.
"Milkweed" Rune	Give Adeline the third and final Brain Fluid.

Interactions

Research Hall | Floor 1 Laboratory

Speak to Adeline in the first floor laboratory and listen to her request for Brain Fluid.

Research Hall | Floor 1 Laboratory

Obtain Brain Fluid from one of two NPC patients in the Research Hall: one in the Upper Rafters, and the other is on a landing between floors 3 and 4 next to a Church Doctor enemy Hunter armed with a Threaded Cane and a Repeating Pistol. Both of these patients are the "Head Only" type and must be attacked in order to obtain the Brain Fluid; which one you obtain and hand in first makes no difference. Adeline will offer you a vial of her blood and will continue to do so each time you return when not in possession of a unique blood vial.

Research Hall | Floor 1 Laboratory

Give Adeline the other Brain Fluid obtainable from the NPC patients in the Research Hall. Note that you must leave the Research Hall and return at least three times after handing in the first Brain Fluid in order to advance to this step.

Research Hall | Floor 1 Laboratory

After handing in the second Brain Fluid, leave and return to the Research Hall no fewer than three times. On your third return trip, Adeline will have transformed into the "Head Only" patient type and will be located immediately to the left of the entrance to the lab where you originally met her, behind the open door. Exhaust her dialogue, then attack her only once to receive the third Brain Fluid. She will immediately revive; at this point, give her the third Brain Fluid to complete her quest and obtain the Milkweed rune.

Basic Information

			Item Drops											
Research Hall	458	610	Balcony Key ×1 [100%]	99	99	99	99	108	89	89	120	180	—	—

Yamamura the Wanderer

A transient warrior from an Eastern land who became a hunter after arriving in Yharnam. Yamamura's mission began with the goal of honorable revenge and ended in tragedy – he eventually fell in with the League of Confederates, but was unprepared for the revelations that awaited among their ranks and ultimately lost his sanity when faced with the abject impurity of mankind. You'll find him locked in a cell immediately to the left of the stairwell connecting the Underground Corpse Pile to the Underground Cells, repeating a prayer out loud while banging his head on the wall. When you obtain the Underground Cell Key you can enter Yamamura's cell and release him from his suffering with a swift coup de grâce to obtain his equipment and access him as a summoned ally for several boss fights.

Event Items

Item	Requirement
Yamamura Hunter Hat Khaki Haori Old Hunter Arm Bands Wine Hakama	Kill him in his cell and end his suffering.

Interactions

Hunter's Nightmare | Underground Cells

Use the Underground Cell Key [p43] to access his cell and kill him to receive his equipment. Bringing a merciful end to his torment also enables you to summon his spirit to assist you with several boss fights.

Basic Information

			Item Drops											
Hunter's Nightmare	—	2826	Yamamura's Hunter Attire	152	133	151	178	187	279	160	147	140	—	—

5

Fishing Hamlet Priest

A priest of the Fishing Hamlet and survivor of a raid by the hunters long ago. The raid left many of the hamlet's residents and their guardian Great One, Kos, dead; in retribution, the remaining villagers laid a curse of blood upon the hunters and their descendants. Although he normally wanders around the hamlet outskirts muttering baneful chants and will not acknowledge your presence, speaking to him with the Milkweed rune equipped will enable him to identify you as a kindred spirit, at which point he will reward you with the Accursed Brew and go back to wandering around. Note that while the priest has a standard HP value, he is technically invincible and cannot be killed or turned hostile.

Event Items

Item	Requirement
Accursed Brew	Speak to him while equipped with the "Milkweed" Oath Rune.

Interactions

Fishing Halmet | Hamlet Causeway

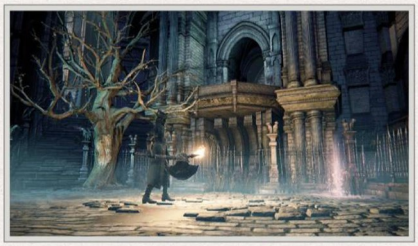
Speak to him with the "Milkweed" rune equipped. He will recognize you as an ally and bestow upon you the Accursed Brew.

Basic Information

			Item Drops											
Fishing Hamlet	2541	0	None	97	97	97	97	142	124	435	200	180	—	—

Summoned NPCs

A wide variety of new and existing NPCs have been added to the main game, the Old Hunters areas and the Chalice Dungeons to aid you during the hunt, particularly during boss fights. The conditions for summoning these allies vary; the Old Hunter Bell is a universal requirement for calling any of them, but you must also equip the "Impurity" rune in order to summon League Confederates. In certain cases you must begin or complete specific quests before summoning a particular character, such as Henryk and Valtr; in others you will lose your opportunity to summon the NPCs in question if you've already killed them, such as the younger Madaras twin. In the tables below, you'll find detailed information on where each of these new allies can be summoned and what prerequisites must be met before you can do so.

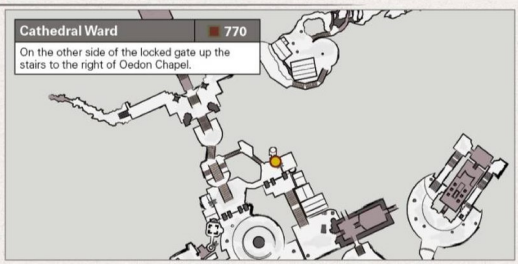


Main Game and Old Hunters Areas

Old Hunter Henriett

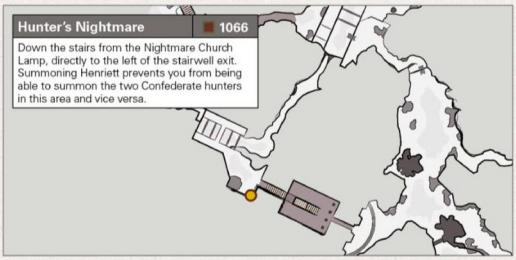
Equipment

Right Hand 1	Kirkhammer +3/+8
Right Hand 2	Bare Fists
Left Hand 1	Hunter's Torch +3/+8
Left Hand 2	Repeating Pistol +3/+8
Items	Molotov Cocktail
Head	Top Hat
Body	Hunter Garb
Hands	Hunter Gloves
Feet	Hunter Trousers



Cathedral Ward ■ 770

On the other side of the locked gate up the stairs to the right of Oedon Chapel.



Hunter's Nightmare ■ 1066

Down the stairs from the Nightmare Church Lamp, directly to the left of the stairwell exit. Summoning Henriett prevents you from being able to summon the two Confederate hunters in this area and vice versa.

Yamamura the Wanderer

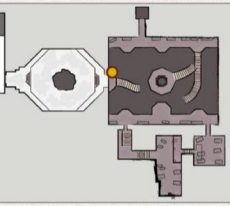
Equipment

Right Hand 1	Chikage +6/+4/+7
Right Hand 2	Bare Fists
Left Hand 1	Piercing Rifle +6/+4/+7
Left Hand 2	Bare Fists
Items	Throwing Knife

Head	Yamamura Hunter Hat
Body	Khaki Haori
Hands	Old Hunter Arm Bands
Feet	Wine Hakama

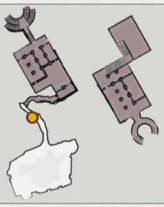
Research Hall ■ 835

In plain view immediately to the right of the boss room entrance. In order to summon him you must first kill him in the Underground Cells area and equip the "Impurity" rune.



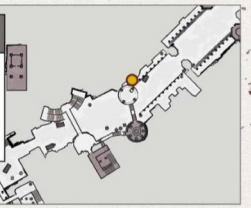
Yahar'gul, Unseen Village ■ 796

In plain sight along the path to the Graveyard of the Darkbeast after dropping from the cave exit. In order to summon Yamamura for this fight, you must first kill him in the Hunter's Nightmare and equip the "Impurity" rune. Additionally, you can summon either Yamamura or Antal to assist you in battle against Darkbeast Paarl, but not both simultaneously.



Yahar'gul Unseen Village (Blood Moon) ■ 960

Behind a carriage on the left side of the road a short distance before the boss room. Note that you must be equipped with the "Impurity" rune in order to summon Yamamura and he will not be available until you've killed him in the Hunter's Nightmare. You can summon either Yamamura or Antal to assist you during the battle with The One Reborn, but both hunters cannot be summoned simultaneously.



Defector Antal

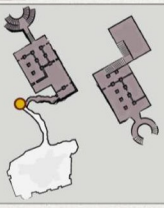
Equipment

Right Hand 1	Church Pick +4/+7
Right Hand 2	Bare Fists
Left Hand 1	Flamesprayer +4/+7
Left Hand 2	Bare Fists
Items	Throwing Knife

Head	Black Hooded Iron Helm
Body	Yahar'gul Black Garb
Hands	Yahar'gul Black Gloves
Feet	Yahar'gul Black Trousers

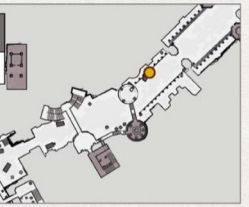
Yahar'gul, Unseen Village ■ 847

When you drop down onto the narrow fenced path leading to Darkbeast Paarl, take a right to reach this summon point. You can only summon either Antal or Yamamura to assist you, not both simultaneously.



Yahar'gul Unseen Village (Blood Moon) ■ 1099

Behind the overturned carriage just outside the boss room.



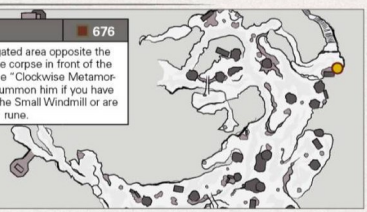
Younger Madaras Twin

Equipment

Right Hand 1	Hunter Axe +4/+6/+9
Right Hand 2	Bare Fists
Left Hand 1	Hunter Blunderbuss +4/+6/+9
Left Hand 2	Bare Fists
Items	Fire Paper
Head	Butcher Mask
Body	Butcher Garb
Hands	Butcher Gloves
Feet	Butcher Trousers

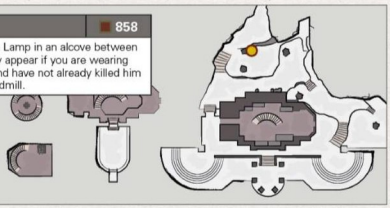
Forbidden Woods ■ 676

In the corner of the small gated area opposite the boss room, to the left of the corpse in front of the giant tombstone holding the "Clockwise Metamorphosis" rune. You cannot summon him if you have already killed him outside the Small Windmill or are not wearing the "Impurity" rune.



Byrgenwerth ■ 858

Near the Byrgenwerth Lamp in an alcove between two trees. He will only appear if you are wearing the "Impurity" rune and have not already killed him outside the Small Windmill.



Hunter's Nightmare ■ 904

At the end of the semi-hidden path in the Bloody Plaza where the first Nightmare Executioner approaches from. The summon point will only be there if you haven't already killed him in the Forbidden Woods, are wearing the "Impurity" rune, and have not summoned Old Hunter Henriett.

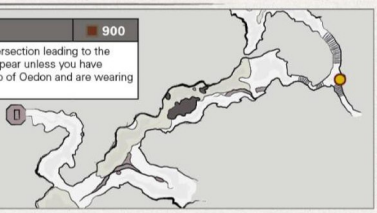
Old Hunter Henryk

Equipment

Right Hand 1	Saw Cleaver +4/+6
Right Hand 2	Bare Fists
Left Hand 1	Hunter Pistol +4/+6
Left Hand 2	Bare Fists
Items	Throwing Knife
Head	Henryk's Hunter Cap
Body	Henryk's Hunter Garb
Hands	Henryk's Hunter Gloves
Feet	Henryk's Hunter Trousers

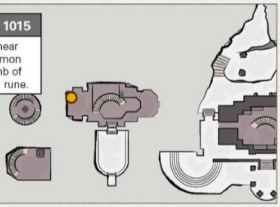
Forbidden Woods ■ 900

Along the wall at the intersection leading to the boss area. He will not appear unless you have defeated him at the Tomb of Oedon and are wearing the "Impurity" rune.



Byrgenwerth ■ 1015

On the second floor, between two couches near the treasure chest. You won't be able to summon him unless you have defeated him at the Tomb of Oedon and are equipped with the "Impurity" rune.



Mensis Scholar Damian

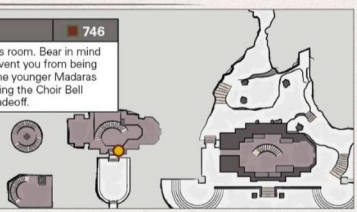
Equipment

Right Hand 1	Threaded Cane +6/+8/+10
Right Hand 2	Bare Fists
Left Hand 1	Loch Shield
Left Hand 2	Bare Fists
Items	Augur of Ebrietas, Blacksky Eye, Choir Bell

Head	Mensis Cage
Body	Student Uniform
Hands	Nothing
Feet	Student Trousers

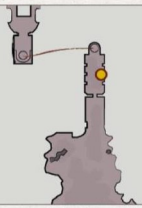
Byrgenwerth ■ 746

In plain view outside the boss room. Bear in mind that summoning him will prevent you from being able to summon Henryk or the younger Madaras twin, but his habit of spamming the Choir Bell makes him well worth the tradeoff.



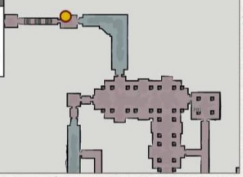
Upper Cathedral Ward ■ 923

In plain view in the hallway connecting the elevator to the Altar of Despair.



Great Isz, Layer 3 ■ 1499

To the right of the stairs leading down to the boss room. Summoning Damian will prevent you from being able to summon Waller or Gremia, but his ability to use the Choir Bell with reckless abandon is a considerable asset.



5

Valtr, Master of the League/Beast Eater*

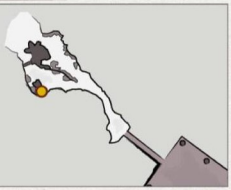
Equipment

Right Hand 1	Whirligig Saw +8/+9
Right Hand 2	Bare Fists
Left Hand 1	Hunter Blunderbuss +8/+9
Left Hand 2	Bare Fists
Items	None

Head	One-Eyed Iron Helm
Body	Constable's Garb
Hands	Constable's Gloves
Feet	Constable's Trousers

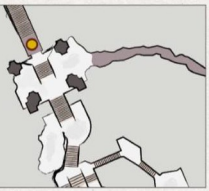
Hunter's Nightmare – Mouth of the River ■ 1186 ■ 1695

Along the right wall directly opposite the Eye Collector as you approach the boss room, slightly obscured behind the terrain. In order to summon him, you must be equipped with the "Impurity" rune and you may not enlist his aid if you have already summoned Henriett.



Hunter's Nightmare – Grand Cathedral ■ 1031 ■ 1474

In plain sight just inside the door of the Grand Cathedral.



***Note:** When you summon Valtr, he will appear wearing his helmet and will be identified as "Valtr, Master of the League" until you have completed his quest and obtained the Master's One-Eyed Iron Helm. From this point onward he will be summoned as "Valtr, Beast Eater" and will appear without his helmet. He is stronger as "Beast Eater," so it's worth completing his quest before summoning him for these fights.

Chalice Dungeons

Madman Wallar

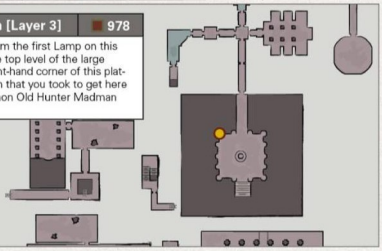
Equipment

Right Hand 1	Amygdalan Arm +7/+7/+10/+10
Right Hand 2	Bare Fists
Left Hand 1	Ludwig's Rifle +7/+7/+10/+10
Left Hand 2	Bare Fists
Items	–

Head	Madman Hood
Body	Madman Garb
Hands	Madman Manchettes
Feet	Madman Leggings

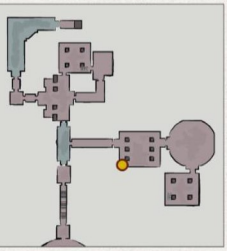
Lower Pthumerian [Layer 3] ■ 978

The path to the right from the first Lamp on this floor will take you to the top level of the large garden area. On the right-hand corner of this platform nearest to the path that you took to get here is where you can summon Old Hunter Madman Wallar.



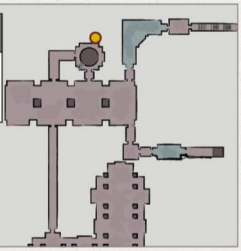
Lower Pthumerian [Layer 4] ■ 978

Take the left door just before going straight ahead towards the boss room. In the next room with the Merciless Watcher guarding a chest containing a Sage's Wrist is the summon point where you can call Madman Wallar.



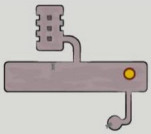
Cursed Pthumerian Defilement [Layer 3] ■ 882

Madman Wallar can be summoned in the ladder pit room with the locked exit gate facing you as you enter. Just look to your left to spot the summon point. Both Madman Wallar and Queen Killer can be summoned to take on Amygdala together.



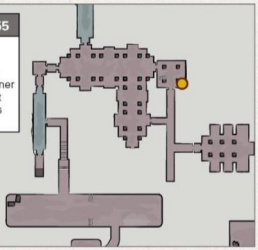
Great Pthumeru Ihyll [Layer 3] ■ 1234

Once you've made your exit from the first tunnel, you can summon Madman Wallar from behind the large tombstone directly ahead. You won't be able to enlist the help of Prospector Olek and Queen Killer at the same time, but Madman Wallar can still be summoned regardless of who you choose, so be sure to summon him if you need the extra help.



Great Isz [Layer 3] ■ 1055

This summoning point can be found in the room below the one containing the shop that sells the Sinister Isz Root Chalice. If you enter via the long corridor with the boulder trap, it will be in the corner to the right. Make sure after summoning him that you exit via the shortcut gate you can open in this room so he doesn't get crushed by the boulder!



Tomb Prospector Olek

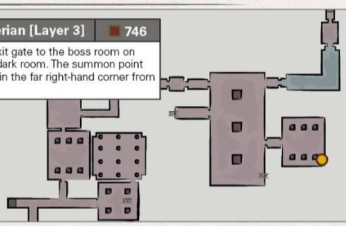
Equipment

Right Hand 1	Kirkhammer +2/+3/+7/+7/+10/+10
Right Hand 2	Bare Fists
Left Hand 1	Hunter's Torch +2/+3/+7/+7/+10/+10
Left Hand 2	Repeating Pistol +2/+3/+7/+7/+10/+10
Items	Molotov Cocktail

Head	Tomb Prospector Hood
Body	Tomb Prospector Garb
Hands	Tomb Prospector Gloves
Feet	Tomb Prospector Trousers

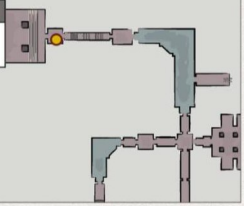
Central Pthumerian [Layer 3] ■ 746

To the right of the exit gate to the boss room on this floor is a large, dark room. The summon point you're looking for is in the far right-hand corner from where you enter.



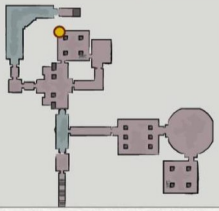
Lower Pthumerian [Layer 3] ■ 941

You can summon Prospector Olek just to the left of the entrance that leads to the boss room for assistance against Rom, the Vacuous Spider.



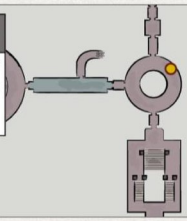
Lower Pthumerian [Layer 4] ■ 941

Take the path to the left, just before the entrance door to the boss room on this floor and when you reach the room with the ladder, do not go up it just yet. In the top right corner from where you entered this room you see the glow where you can summon Prospector Olek to assist you.



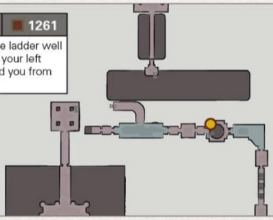
Cursed Pthumerian Defilement [Layer 2] ■ 1020

A little to the left of where you enter the large stone elevator room, you can summon Prospector Olek. His aid will be much appreciated against the Cursed Watchdog of the Old Lords boss. Summoning Olek will remove your ability to summon Queen Killer and vice versa.



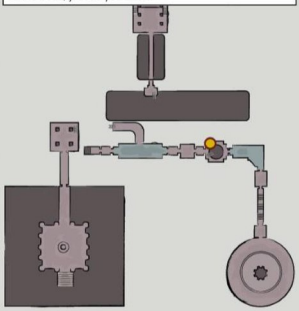
Great Pthumeru Ihyll [Layer 3] ■ 1261

Prospetor Olek can be summoned in the ladder well room with the locked exit door. Look to your left as you enter. Summoning him will forbid you from summoning Queen Killer on this floor.



Pthumerian Labyrinth [Layer 3] ■ 656

In the left corner of the locked exit gate room that leads to the boss, just as you enter.



Queen Killer

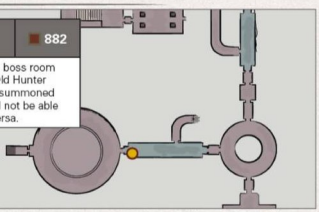
Equipment

Right Hand 1	Logarius' Wheel
Right Hand 2	Bare Fists
Left Hand 1	Cannon +10/+10/+10
Left Hand 2	Bare Fists
Items	Rope Molotov

Head	Gold Ardeo
Body	–
Hands	–
Feet	–

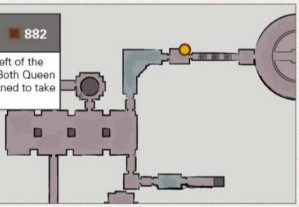
Cursed Pthumerian Defilement [Layer 2] ■ 882

Just before you open the door to the boss room you can find the summon point for Old Hunter Queen Killer to your left. If you have summoned Prospector Olek on this floor you will not be able to summon Queen Killer and vice versa.



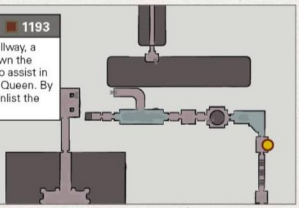
Cursed Pthumerian Defilement [Layer 3] ■ 882

This summon point can be found to the left of the stairs that lead down to the boss room. Both Queen Killer and Madman Wallar can be summoned to take on Amygdala together.



Great Pthumeru Ihyll [Layer 3] ■ 1193

Queen Killer can be summoned in the hallway, a little to your left, just before you head down the stairs to the boss room. Take him along to assist in your battle against Yharnam, Pthumerian Queen. By summoning him you will not be able to enlist the aid of Prospector Olek on this floor.



Beastclaw Jozef

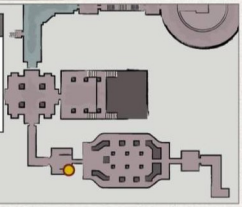
Equipment

Right Hand 1	Beast Claw +10/+10
Right Hand 2	Bare Fists
Left Hand 1	–
Left Hand 2	Bare Fists
Items	–

Head	Tomb Prospector Hood
Body	Charred Hunter Garb
Hands	Charred Hunter Gloves
Feet	Charred Hunter Trousers

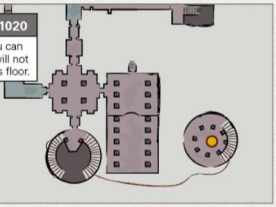
Ailing Loran [Layer 3] ■ 912

Shortly after passing the lamp on this floor you'll come to a crossroads room; take the path on the right and follow it round. The summon point is in the small room you enter in the top right corner. He will prove a useful ally against the Abhorrent Beast. Summoning him will not allow you to summon Old Hunter Vitus on this floor.



Lower Loran [Layer 3] ■ 1020

At the bottom of the spiral staircase room you can summon Beastclaw Jozef. Summoning him will not allow you to summon Old Hunter Vitus on this floor.



Equipment

Right Hand 1	Beast Cutter +10/+10
Right Hand 2	Bare Fists
Left Hand 1	Hunter Pistol +10/+10
Left Hand 2	Bare Fists
Items	Fire Paper

Head	Old Hunter Cap
Body	Old Hunter Garb
Hands	Old Hunter Gloves
Feet	Old Hunter Trousers

Equipment

Right Hand 1	Threaded Cane +10
Right Hand 2	Bare Fists
Left Hand 1	Loch Shield
Left Hand 2	Bare Fists
Items	Augur of Ebrietas

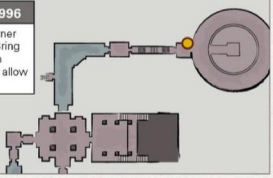
Equipment

Right Hand 1	Ludwig's Holy Blade +10
Right Hand 2	Bare Fists
Left Hand 1	Hunter's Torch +10
Left Hand 2	Rosmarinus +10
Items	Augur of Ebrietas

Old Hunter Vitus

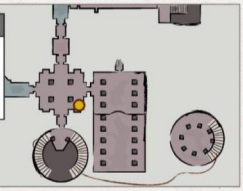
Ailing Loran [Layer 3] ■ 996

Before entering the boss room, look in the corner to the left and you'll find this summon point. Bring him along to make your fight against the Loran Darkbeast smoother. Summoning him will not allow you to summon Beastclaw Jozef.



Lower Loran [Layer 3] ■ 1068

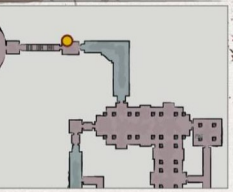
After entering the room with the locked gate leading to the boss chamber, head to the left to find the summon point. Bring him along to make your fight against the Loran Darkbeast easier. Summoning him will not allow you to summon Beastclaw Jozef on this floor.



Mensis Scholar Damian

Great Isz [Layer 3] ■ 1049

The summoning point for Damian on this floor is just to the right of the stairs you take down to fight Ebrietas, Daughter of the Cosmos. Summoning him will not allow you to summon Madman Wallar and Sir Gremia on this floor.

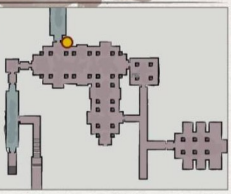


Head	Mensis Cage
Body	Student Uniform
Hands	–
Feet	Student Trousers

Tomb Prospector Sir Gremia

Great Isz [Layer 3] ■ 1042

The summon point for Tomb Prospector Sir Gremia can be found behind a rundown old carriage, just to the right of the entrance to the boss room.



Head	Tomb Prospector Hood
Body	Tomb Prospector Garb
Hands	Tomb Prospector Gloves
Feet	Tomb Prospector Trousers

Shops

The Old Hunters has brought new additions and changes to both the Bath Messengers and Insight shops in the Hunter's Dream. For easy reference we've printed the entire inventories of each shop here, with items that are new to the Old Hunters (or added to shops since Bloodborne's original release) highlighted.

Collecting the Firing Hammer Badge in the Hunter's Nightmare will add the Delayed Molotov and Delayed Rope Molotov to the consumables section and the Piercing Rifle to left-handed weapons section. Lost and Uncanny versions of current and new right-handed weapons found in Root Chalice Dungeons or purchased in any dungeon Bath Messenger shop will then be made available in the Hunter's Dream Bath Messenger shop. Clearing the first available Pthumeru Chalice dungeon (the Pthumeru Chalice is dropped by the Blood-starved Beast boss

in Old Yharnam) will now unlock the Short Ritual Root Chalice required for sharing and entering Chalice Dungeons for online multiplayer in the Insight shop, for the cost of ten Insight. Finally, entering your first New Game+ will unlock certain dungeon crafting materials previously unavailable in both Bath Messenger and Insight shops, as listed.

Bath Messengers

The Bath Messengers are the most straightforward of the game's merchants; they can be found in the lower bath in the Hunter's Dream from the beginning of the game, and offer you the options to buy and sell items. Their inventory will expand every time you obtain certain key items, such as badges or chalices, and will carry over to subsequent game cycles. This means you'll always be able to obtain particular items from them once you've fulfilled the associated requirement. Collecting a new weapon in the Old Hunters areas will also unlock that weapon for purchase in the Bath Messengers shop. Owning a new weapon will also unlock its Uncanny and Lost variant for purchase in any Chalice Dungeon Bath Messengers shop. Purchasing these variants there will in turn make them available back in the regular Hunter's Nightmare shop.

Consumables

Item	Requirement	○	◠	☾	●	NG+
Blood Vial	None	180	360	540	720	900
Quicksilver Bullets	None	160	240	320	400	500
Antidote	Sword Hunter Badge	300	600	1300	2300	2800
Sedative	Cosmic Eye Watcher Badge	600	1200	2600	4600	5600
Molotov Cocktail	None	180	380	860	1600	2000
Rope Molotov Cocktail	Powder Keg Hunter Badge	190	400	900	1700	2100
Delayed Molotov	Firing Hammer Badge	270	570	1300	2400	3000
Delayed Rope Molotov	Firing Hammer Badge	290	600	1400	2600	3200
Oil Urn	Powder Keg Hunter Badge	360	680	1360	2400	3000
Pungent Blood Cocktail	Saw Hunter's Badge	1000	2000	5000	10000	15000
Throwing Knife	Saw Hunter's Badge	100	200	450	800	1000

Consumables

Item	Requirement	○	◠	☾	●	NG+
Poison Knife	Cosmic Eye Watcher Badge	300	600	1300	2300	2800
Pebble	None	10	10	10	10	10
Fire Paper	Radiant Sword Hunter Badge	720	1720	4200	8400	12600
Bolt Paper	Spark Hunter Badge	900	2100	5000	9600	14000
Bone Marrow Ash	Radiant Sword Hunter Badge	320	740	1800	3600	5600
Bold Hunter's Mark	Sword Hunter Badge	400	800	1200	1200	1200
Shining Coins	Radiant Sword Hunter Badge	20	20	20	20	20
Hand Lantern	Sword Hunter Badge	2000	2000	2000	2000	2000

Key Items

Item	Requirement	Price
Hunter Chief Emblem	Sword Hunter Badge	10000

Right Hand Weapons

Item	Requirement/Root Chalice	Price
Saw Cleaver	Saw Hunter's Badge Uncanny: Pthumeru Lost: Central Pthumeru	1000
Saw Spear	Saw Hunter's Badge Uncanny: Central Pthumeru Lost: Sinister/Lower Pthumeru	1000
Hunter Axe	Saw Hunter's Badge Uncanny: Hintertomb Lost: Ailing Loran	1100
Beasthunter Saif	Hunter's Nightmare Uncanny/Lost: Purchase in any Chalice Dungeon shop	16000
Threaded Cane	Saw Hunter's Badge Uncanny: Central Pthumeru Lost: Great Isz	1200
Beast Cutter	Hunter's Nightmare Uncanny/Lost: Purchase in any Chalice Dungeon shop	20000
Burial Blade	Old Hunter Badge Uncanny: Lower Loran Lost: Great Pthumeru Ihyll	60000
Blade of Mercy	Crow Hunter Badge Uncanny: Lower Loran Lost: Great Pthumeru Ihyll	40000
Church Pick	Defeat Yahar'gul Hunter [p83] Uncanny/Lost: Purchase in any Chalice Dungeon shop	16000
Kirkhammer	Sword Hunter Badge Uncanny: Lower Pthumeru Lost: Great Isz	3000
Ludwig's Holy Blade	Radiant Sword Hunter Badge Uncanny: Cursed and Defiled Lost: Great Isz	20000
Holy Moonlight Sword	Defeat Ludwig [p158] Uncanny/Lost: Purchase in any Chalice Dungeon shop	80000
Simon's Bowblade	See Simon's quest [p157] Uncanny/Lost: Purchase in any Chalice Dungeon shop	24000
Reiterpallasch	Cainhurst Badge Uncanny: Cursed and Defiled Lost: Great Pthumeru Ihyll	18000
Chikage	Cainhurst Badge Uncanny: Cursed and Defiled Lost: Great Pthumeru Ihyll	50000
Rakuyo	Defeat the Giant Fishman [p50] Uncanny/Lost: Purchase in any Chalice Dungeon shop	50000
Rifle Spear	Powder Keg Hunter Badge Uncanny: Lower Pthumeru Lost: Ailing Loran	4000
Stake Driver	Powder Keg Hunter Badge Uncanny: Lower Hintertomb Lost: Lower Loran	8000
Boom Hammer	Hunter's Nightmare Uncanny/Lost: Purchase in any Chalice Dungeon shop	28000
Whirligig Saw	Hunter's Nightmare Uncanny/Lost: Purchase in any Chalice Dungeon shop	30000
Tonitrus	Spark Hunter Badge Uncanny: Ailing Loran Lost: Lower Loran	26000
Logarius' Wheel	Wheel Hunter Badge Uncanny: Great Pthumeru Ihyll Lost: Great Pthumeru Ihyll	13000
Bloodletter	Kill Brador's physical body [p159] Uncanny/Lost: Purchase in any Chalice Dungeon shop	44000
Amygdalan Arm	Hunter's Nightmare Uncanny/Lost: Purchase in any Chalice Dungeon shop	66000
Beast Claw	Ailing Loran Chalice Dungeon Layer 2 Uncanny: Ailing Loran Lost: Lower Loran	34000
Kos Parasite	Defeat Orphan Kos [p97] Uncanny/Lost: Purchase in any Chalice Dungeon shop	60000

Left Hand Weapons

Item	Requirement	Price
Hunter Pistol	Saw Hunter's Badge	1600
Hunter Blunderbuss	Saw Hunter's Badge	1700
Repeating Pistol	Sword Hunter Badge	3000
Ludwig's Rifle	Radiant Sword Hunter Badge	10000
Piercing Rifle	Firing Hammer Badge	20000
Evelyn	Cainhurst Badge	16000
Cannon	Obtain one elsewhere	18000
Gatling Gun	Kill Djura's Disciple	30000
Church Cannon	Underneath the Surgical Altar	40000
Flamesprayer	Radiant Sword Hunter Badge	8000
Rosmarinus	Cosmic Eye Watcher Badge	60000
Fist of Gratia	Collect in the Cell Block	10000
Hunter's Torch	Obtain one elsewhere	2000
Loch Shield	Raise stairs in Research Hall first in order to reach.	70000

Materials

Item	Requirement	Price
Bloodstone Shard	Radiant Sword Hunter Badge	2000
Twin Bloodstone Shard	Cosmic Eye Watcher Badge	10000
Ritual Blood (1)	Pthumeru Chalice	2500
Ritual Blood (2)	Defiled Chalice	6000
Ritual Blood (3)	Great Pthumeru Ihyll Chalice	12000
Ritual Blood (4)	Yharnam Stone	24000
Ritual Blood (5)	Available in NG+	48000
Tomb Mould (1)	Sinister Hintertomb Chalice	2000
Tomb Mould (2)	Defiled Chalice	5000
Tomb Mould (3)	Great Pthumeru Ihyll Chalice	10000
Tomb Mould (4)	Yharnam Stone	20000
Tomb Mould (5)	Available in NG+	40000

Attire

Item	Requirement	Price
Yharnam Hunter Cap	None	500
Yharnam Hunter Garb	None	1000
Yharnam Hunter Gloves	None	500
Yharnam Hunter Trousers	None	500
Tomb Prospector Hood	Radiant Sword Hunter Badge	6000
Tomb Prospector Garb	Radiant Sword Hunter Badge	18000
Tomb Prospector Gloves	Radiant Sword Hunter Badge	6000
Tomb Prospector Trousers	Radiant Sword Hunter Badge	6000
Gold Ardeo	Wheel Hunter Badge	60000
Cainhurst Helmet	Cainhurst Badge	27000

Attire

Item	Requirement	Price
Cainhurst Armor	Cainhurst Badge	44000
Cainhurst Gauntlets	Cainhurst Badge	21000
Cainhurst Leggings	Cainhurst Badge	21000
Beak Mask	Crow Hunter Badge	10000
Crowfeather Garb	Crow Hunter Badge	18000
Crowfeather Manchettes	Crow Hunter Badge	8000
Crowfeather Trousers	Crow Hunter Badge	8000
Gehrman's Hunter Cap	Old Hunter Badge	7000
Gehrman's Hunter Garb	Old Hunter Badge	17000
Gehrman's Hunter Trousers	Old Hunter Badge	7000

Insight Shop

The Insight Shop can be found in the upper bath outside the middle door of the base building in the Hunter's Dream, and as its name implies, uses Insight as its currency rather than blood echoes. In order for the merchant messengers to appear, you'll need to have at least one point of Insight. Once they're open they will remain so, even if your insight drops to zero. Their inventory includes many items not sold by the Bath Messengers and will expand as you obtain badges, explore Chalice Dungeons and defeat certain enemies.

Consumables

Item	Requirement	Price
Beast Blood Pellet	Cosmic Eye Watcher Badge	2
Blue Elixir	Cosmic Eye Watcher Badge	2
Lead Elixir	Blood Moon	2
Pungent Blood Cocktail	None	1
Numbing Mist	Cainhurst Badge	2
Fire Paper	Radiant Sword Hunter Badge	1
Bolt Paper	Spark Hunter Badge	1
Shaman Bone Blade	Complete Lower Pthumerian Labyrinth	1
Sedatives	Cosmic Eye Watcher Badge	1
Small Resonant Bell	Beckoning Bell	1
Sinister Resonant Bell	Beckoning Bell	1

Materials

Item	Requirement	Price
Blood Stone Shard	Nighttime	1
Twin Blood Stone Shards	Blood Moon	2
Blood Stone Chunk	Defeat The One Reborn	30
Coldblood Flowerbud	Obtain the Loran Chalice	2
Bloodshot Eyeball	Defeat the Witch of Hemwick	2
Living String	Defeat the Brain of Mensis	10
Pearl Slug	Obtain the Isz Chalice	3
Red Jelly	Clear Pthumeru Ihyll Dungeon	5
Short Ritual Root Chalice	Complete the Pthumerian Labyrinth	10
Coldblood Flower Bulb	Available in NG+	4
Blooming Coldblood Flower	Available in NG+	8
Sage's Wrist	Available in NG+	1
Sage's Hair	Available in NG+	2
Inflicted Organ	Available in NG+	2
Yellow Backbone	Available in NG+	3
Bastard of Loran	Available in NG+	7

Attire

Item	Requirement	Price
Henryk's Hunter Cap	Defeat Henryk	1
Henryk's Hunter Garb	Defeat Henryk	3
Henryk's Hunter Gloves	Defeat Henryk	1
Henryk's Hunter Trousers	Defeat Henryk	1
Maria Hunter Cap	Defeat Lady Maria of the Astral Clocktower	3
Maria Hunter Garb	Defeat Lady Maria of the Astral Clocktower	5
Maria Hunter Gloves	Defeat Lady Maria of the Astral Clocktower	3
Maria Hunter Trousers	Defeat Lady Maria of the Astral Clocktower	3
Gascoigne's Cap	Defeat Gascoigne	1
Gascoigne's Garb	Defeat Gascoigne	3
Gascoigne's Gloves	Defeat Gascoigne	1
Gascoigne's Trousers	Defeat Gascoigne	1

Attire

Item	Requirement	Price
Gray Wolf Cap	Defeat or befriend Djura	1
Ashen Hunter Garb	Defeat or befriend Djura	3
Ashen Hunter Gloves	Defeat or befriend Djura	1
Ashen Hunter Trousers	Defeat or befriend Djura	1
Bone Ash Mask	Defeat the Keeper of the Old Lords	2
Bone Ash Armor	Defeat the Keeper of the Old Lords	4
Bone Ash Gauntlets	Defeat the Keeper of the Old Lords	2
Bone Ash Leggings	Defeat the Keeper of the Old Lords	2
Madman Hood	Defeat the Forgotten Madman & Madman's Escort	1
Madman Garb	Defeat the Forgotten Madman & Madman's Escort	3
Madman Manchettes	Defeat the Forgotten Madman & Madman's Escort	1
Madman Leggings	Defeat the Forgotten Madman & Madman's Escort	1

5

Dungeon Shop (Common)

As you explore Chalice Dungeons, you'll occasionally encounter a messenger bath similar to the ones found in the Hunter's Dream. You can purchase basic consumable items from these shops and, depending upon the dungeons in which you encounter them, they'll also sell certain Holy Chalices as well. Acquiring any weapon that's new in The Old Hunters will also unlock its Uncanny and Lost variant in any Chalice Dungeon Bath Messengers shop. Purchasing these variants will then make them available back in the regular Hunter's Nightmare shop.

Chalices

Item	Requirement	Price
Sinister Lower Pthumeru Root Chalice	Lower Pthumerian Labyrinth [L1]	9000
Sinister Hintertomb Root Chalice	Lower Hintertombs [L3]	10000
Sinister Pthumeru Ihyll Root Chalice	Great Pthumeu Ihyll [L3]	16000
Sinister Lower Loran Root Chalice	Lower Loran [L3]	18000
Sinister Isz Root Chalice	Isz Gravestone [L3]	20000

Consumables

Name	Requirement				NG+
Blood Vial	None	690	1700	3500	5200
Quicksilver Bullets	None	600	1500	3000	4500
Molotov Cocktail	None	550	1200	2300	2900
Rope Molotov Cocktail	None	580	1300	2400	3000
Oil Urn	None	960	2000	3500	4400
Throwing Knife	None	290	700	1200	1500
Poison Knife	None	870	1900	3300	4000
Antidote	None	870	1900	3300	4000
Bold Hunter's Mark	None	1200	1700	1700	1700
Pebble	None	2	2	2	2
Shining Coins	None	40	40	40	40

Right Hand Weapons

Item	Requirement	Price
Uncanny/Lost Beasthunter Saif	Acquire the standard version of this weapon	16000
Uncanny/Lost Beast Cutter		20000
Uncanny/Lost Church Pick		16000
Uncanny/Lost Holy Moonlight Sword		80000
Uncanny/Lost Simon's Bowblade		24000
Uncanny/Lost Rakuyo		50000

Right Hand Weapons

Item	Requirement	Price
Uncanny/Lost Boom Hammer	Acquire the standard version of this weapon	28000
Uncanny/Lost Whirligig Saw		30000
Uncanny/Lost Bloodletter		44000
Uncanny/Lost Amygdalan Arm		66000
Uncanny/Lost Kos Parasite		60000

Dungeon Shop (Rare)

After confronting Patches face-to-face in the Lecture Building and completing his quest, he'll appear in the Chalice Dungeons on extremely rare occasion to sell you items at drastically inflated prices. You'll find him hanging upside-down from the ceiling, so watch carefully above you as you explore to avoid missing him.

Right Hand Weapons

Item	Requirement	Price
Uncanny/Lost Beasthunter Saif	Acquire the standard version of this weapon	16000
Uncanny/Lost Beast Cutter		20000
Uncanny/Lost Church Pick		16000
Uncanny/Lost Holy Moonlight Sword		80000
Uncanny/Lost Simon's Bowblade		24000
Uncanny/Lost Rakuyo		50000
Uncanny/Lost Boom Hammer		28000
Uncanny/Lost Whirligig Saw		30000
Uncanny/Lost Bloodletter		44000
Uncanny/Lost Amygdalan Arm		66000
Uncanny/Lost Kos Parasite		60000

Consumables

Item				NG+
Blood Vial	860	2100	4300	6400
Quicksilver Bullets	750	1800	3700	5600
Molotov Cocktail	680	1500	2800	3600
Rope Molotov Cocktail	720	1600	3000	3700
Oil Urn	1200	2400	4300	5400
Throwing Knife	360	800	1400	1800
Poison Knife	1080	2300	4100	5000
Antidote	1080	2300	4100	5000
Sedative	1300	2800	5000	6100
Bold Hunter's Mark	1400	2100	2100	2100
Pebble	20	20	20	20
Shining Coins	100	100	100	100
Fire paper	3000	7500	15000	23000
Bolt Paper	3800	9000	17000	25000
Bone Marrow Ash	1300	3200	6500	10000
Pungent Blood Cocktail	3600	9000	18000	27000

Additional Reference

In this small section we've gathered together some miscellaneous entries and information that help to make this book complete as a reference guide. If you need to know all of the possible Insight-increasing events in The Old Hunters, or how much damage a Wandering Nightmare in the Research Hall can take before it gives up its treasures then you may find these pages useful.

Insight

As your awareness of the nightmare and its occupants increases, so will your Insight total. The Old Hunters adds some new events that increase that awareness further, and all of them are listed here for your reference. Many are linked to encountering and defeating the new bosses, or arriving in the new areas for the first time. One is awarded for obtaining the Milkweed Rune at the completion of Adeline's quest – for more on that, see p160 in this chapter. Note that there are Winter Lanterns in the Fishing Hamlet, so it's better to have low insight when exploring that area to ensure that you survive longer against their Frenzy gaze.

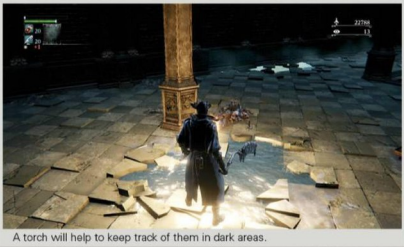
Old Hunters Insight Events

NPC/Location	Trigger Condition	Insight Awarded
Hunter's Nightmare	Be thrown by Amygdala and arrive in the Hunter's Nightmare	2
Research Hall	Enter the Research Hall for the first time	2
Fishing Hamlet	Arrive at the Fishing Hamlet for the first time	4
Hunter's Nightmare	Ludwig, the Holy Blade defeated	3
Hunter's Nightmare	Laurence, the First Vicar defeated	3
Research Hall	Living Failures defeated	2
Research Hall	Lady Maria of the Astral Clocktower defeated	3
Fishing Hamlet	Orphan of Kos defeated	5
Hunter's Nightmare	First encounter with Ludwig, the Accursed	1
Hunter's Nightmare	First encounter with Laurence, the First Vicar	1
Research Hall	First encounter with Living Failures	2
Research Hall	First encounter with Lady Maria of the Astral Clocktower	1
Fishing Hamlet	First encounter with Orphan of Kos	5
Research Hall	Obtain the Milkweed Rune from Adeline	2

5

Wandering Nightmare

Wandering Nightmares are back, and there's at least one of them in each of the new areas. As usual they will scurry away when they see you, and will disappear if you fail to kill them quickly enough. They have extremely high physical resistances in these areas, so taking advantage of their weakness to elemental attacks is even more important. Their stats in the new areas are collected here for completeness.



A torch will help to keep track of them in dark areas.

Basic Information

			Item Drops											
Hunter's Nightmare	186	27	Bloodstone Chunk ×2 [100%]	825	701	825	412	220	220	220	10	90	—	—
Research Hall	206	87	Bloodstone Chunk ×2 [100%]	855	726	855	427	228	228	228	10	90		
Fishing Hamlet	214	40	Bloodstone Chunk ×3 [100%]	900	765	900	450	240	240	240	10	90		

Hole Digger

The Hole Digger is a rare specimen indeed, encountered only within the chalice dungeons – and even then its infrequent appearances make it hard to confirm its existence. It's quite slow, and would appear to have low range at first glance, but don't be fooled; its feelers can stretch surprisingly far and they hit hard. Despite their generally slow attack speeds, some of their close and medium range attacks are quick, which may catch you off guard – especially its leap. From a medium distance, it will projectile vomit multiple times and at close range, it will spew an arc onto the floor ahead of it. The latter attack will leave lingering pools of acidic vomit which can make it hard to approach, especially in the tight tunnels they usually inhabit. One of the most unique things about the Hole Digger is its grotesque ability to reposition its head. It has a fast grab attack used directly ahead at close range; when this connects, the Hole Digger will swallow you, inflicting moderate amounts of Frenzy buildup and damage, before spitting you out.

Strategy

Hole Diggers are a solitary sort, so you usually won't have too much trouble handling them. As previously stated, the Hole Digger is slow, and though its feeler attacks travel far, you can still stand well outside of its range to bombard it with projectile attacks. Molotovs work exceptionally well for handling these enemies; likewise, Fire Paper or Bolt Paper will boost your damage exponentially. Even at close range, you can attack the Hole Digger with relative safety by simply positioning yourself to either of its sides. Never approach the Hole Digger from its current front-side, as this is where all of its attacks are initiated. It turns slowly, so much so that you can even reposition yourself to the opposite side of it before it can react. Standing at its current backside isn't a bad idea either; though it can reposition its head to face you, this process leaves it quite vulnerable, opening to it to all manners of attack.

Basic Information			Item Drops											
Chalice Dungeon Depth 1	211	98	Heavy gem based on dungeon ×1 [8%], Blood Vial ×3 [8%], Blood Vial ×2 [20%], Lead Elixir ×1 [2%]	145	103	62	103	78	78	78	120	90	–	–
Chalice Dungeon Depth 2	307	98		151	108	65	108	78	78	78	120	90		
Chalice Dungeon Depth 3	812	98		188	134	80	134	78	78	78	120	90		
Chalice Dungeon Depth 4	1369	98		204	146	87	146	78	78	78	120	90		
Chalice Dungeon Depth 5	1465	98		207	148	89	148	78	78	78	120	90		
Depth 5 (Great Pthumeru Ihyll)	1617	98		210	150	90	150	78	78	78	120	90		

Molotovs are effective and let you keep your distance.

Staying at the creature's side is the best tactic.

Trophy Guide

The Old Hunters doesn't add a wealth of trophies to Bloodborne. There are six in total, and unlocking all of them will ensure that you've dug deep into the new areas. If you're playing Bloodborne for the first time (or just from a fresh save) it's strongly advised to tackle the new areas from at least level 80 or higher. By playing through the game as usual and reaching the last section of the game, the Nightmare of Mensis, your character should be roughly around this level if you clear all of the areas. If you also go through all of the preset Chalice Dungeons before entering the new areas your character will be roughly around level 160, which will be strong enough to face the challenges in the new areas with little hindrance.

It's also possible to unlock certain main game trophies within the realms of The Old Hunters. 'Blood Gem Master' can be attained by collecting any of the Warm Blood Gem drops you'll get from killing the Bloodlickers on the River of Blood in the Hunter's Nightmare area. 'Rune Master' can be unlocked by collecting the Caryll Rune dropped by Ludwig, the Accursed when you defeat him. The Blood Rock in the Breeding Pit below the Fishing Hamlet provides you with an alternate means of getting a weapon to +10 for the 'Weapon Master' Trophy.

Ludwig, the Holy Blade

Rank	Bronze
Description	Defeat the beast that was once Ludwig, the Holy Blade.

Area [p30] | Strategy [p86]

Ludwig can be a very difficult fight, so it's recommended that you go to the Forbidden Woods and speak with Valtr to join the League and get the Impurity Caryll Rune. With that rune equipped you'll be able to summon Valtr and Younger Twin Madaras to aid you in the boss fight, making it much easier. They will provide a much stronger assistance against Ludwig than Old Hunter Henriett, who can be summoned behind the Nightmare Church. After defeating him, either cleave his remaining head or wear Church Garb and speak to it (answering yes to his question) to receive the Holy Moonlight Sword, which you'll need for the Old Hunter's Essence Trophy.

Defeat Ludwig, the Holy Blade to unlock this Trophy.

Defeating Ludwig will also yield you the Moonlight Holy Sword.

Laurence, the First Vicar

Rank	Bronze
Description	Defeat the beast that was once Laurence, the First Vicar.

Area [p24] | Strategy [p69]

Before you can face Laurence in battle you must first find his skull, which is well hidden on a secret altar beneath the surgery altar in the Recovery Room. To access the hidden altar you will need to step onto the surgery altar so that it starts to go up, and then quickly run off it so that you land back in the room. Once the elevator comes to a stop the hidden altar will be revealed and you'll be able to recover Laurence's Skull. With the skull in hand you'll be able to initiate the battle with Laurence by returning it to him in the Nightmare Grand Cathedral (which of course is in the Hunter's Nightmare). The mighty Valtr can once again aid you in this battle if you have joined the League and have the Impurity rune equipped – you'll find his summon sign just inside the Cathedral.

Collect Laurence's Skull to battle it's owner.

Collect the Boom Hammer on the lower floor of the Nightmare House.

Underneath the hidden Surgical Altar you will findthe powerful Church Cannon.

Name	Acquisition info	Page
Beast Cutter	On the way up the stairs to the Nightmare Grand Cathedral, you will see two protruding platforms either side of the stairway. Turn onto the left platform, and then drop off the edge to the level below to reach the Beast Cutter on the corpse in front of you.	24
Boom Hammer	On the ground floor of the Nightmare Residence by the dead man in the wheelchair.	26
Piercing Rifle	Kill the Bestial Hunter in the Hunter's Nightmare for the Firing Hammer Badge, which will allow you to purchase this firearm from the shop in the Hunter's Dream for 20000 Blood Echoes.	26
Gatling Gun	Follow the River of Blood into the Beast Cave and kill Djura's Disciple to acquire the Gatling Gun.	26
Amygdalan Arm	In the same area where you acquired the Gatling Gun, slay the Blood-starved Beast and his allies before collecting this weapon at the back of his lair.	26
Beasthunter Saif	Take the ladder upwards that leads to the Bloody Plaza, then take a left and drop down. Kill the Old Hunter that will attempt to ambush you here then grab this weapon on the nearby overlook.	29
Whirligig Saw	You will see this before you can reach it on a large, raised, tombstone just before you ascend the ladder to the Bloody Plaza. Head through the Nightmare Church with the Lamp, then drop down into the Corpse Ravine and fight your way through the crows and Old Hunter to reach this weapon.	29
Holy Moonlight Sword	After defeating Ludwig, the Accursed, wear any Church Garb and talk to his surviving head to collect this very powerful blade. Alternately, cleave his head with your weapon to acquire it.	158
Fist of Gratia	Approach the Underground Cells from where you fought Ludwig, the Accursed in the Underground Corpse Pile. This weapon can be found in the third cell to your right on the prostrated corpse in corner.	30
Church Cannon	Enter the Recovery Room, and then raise the surgery altar to reveal the hidden altar beneath. Pull the nearby lever and step onto the elevator to be taken down to another secret room, where you'll find this weapon in a chest.	36
Loch Shield	After raising the staircases with the mechanism at the top of the Research Hall, make your way back down to the Floor 3. Once there you can drop off the ledge outside the Laboratory onto a landing. From that landing follow the stairs down to a small platform, where you'll find this shield on a corpse.	43
Church Pick	Use the Underground Cell Key on the cell door to your left in the Underground Cells. It will be the fourth door to your left from where you enter this area via the Underground Corpse Pile, or the second on your right if you are coming down the stairs from the elevator to the Research Hall area. Kill the Hunter lurking here and loot this weapon from his cold, dead hands.	31
Rakuyo	Climb down the ladder situated at the well in the Fishing Hamlet. At the bottom there are two Giant Fishmen in a large cavern, and the one hanging off the ceiling is holding this weapon. Kill him to take it, but be prepared – one of these enemies is lethal; two will provide a sizable challenge.	50
Simon's Bowblade	If you follow the quest of Simon, Seeker of Secrets, you'll find him on the floor of the Lighthouse Hut in the Fishing Hamlet, and he will give you his weapon as he expires with his final breath. Alternatively you can kill him at any point before that if you wish to get the weapon earlier, and you'll still find the Underground Cell Inner Chamber in the Lighthouse Hut when you get there.	157
Bloodletter	Take the Underground Cell Inner Chamber Key thatThe Seeker of Secrets gave you with his last words and head back to the Underground Corpse Pile. Make your way back to the Underground Cells, and then go through the open gate and down the stairs to reach the cell door. Upon entering the cell you'll find Brador sat inside; kill him to get this weapon. Remember to kill him in all of the places first, however, or you won't be able to get his attire.	159
Kos Parasite	Kill the Orphan of Kos. Refer to the boss strategies section for advice on slaying this monster, as this boss will prove more than a substantial challenge. Upon his demise, he will yield you the Kos Parasite weapon.	57

Living Failures

Rank	Bronze
Description	Defeat the failed attempts to become Great Ones.

Area [p44] | **Strategy** [p92]

To reach the Living Failures you'll need to make your way to the very top of the Research Hall and activate the staircase mechanism to move the stairs. Only then will you be able to access the door to this boss. If you have killed Yamamura in his cell – thus freeing him from captivity – you will be able to summon him outside the entrance to the boss area, and he can assist you greatly in this battle.

End the suffering of the Living Failures and you will be rewarded with this Trophy.

Lady Maria of the Astral Clocktower

Rank	Bronze
Description	Defeat Lady Maria of the Astral Clocktower.

Area [p45] | **Strategy** [p94]

You'll be able to face Lady Maria straight after beating the Living Failures, and she is a powerful and relentless foe. Make sure to bring a left-handed firearm that is good for interrupts, as they'll offer one of the best ways of damaging her. If you have more than one 'Clawmark' Caryll Rune, it's worth stacking them on your character at the Memory Altar in the Hunter's Dream to increase your Visceral Attack damage after an Interrupt.

Win your duel with Lady Maria and the Trophy will be yours.

Orphan of Kos

Rank	Silver
Description	Defeat Great One: Orphan of Kos.

Area [p57] | **Strategy** [p97]

Be prepared, plan ahead, and prepare to die... This will be one of the hardest Trophies to earn across both the main game and the Old Hunters. Be patient and learn Kos's patterns. Eventually you will know when to evade, and when to interrupt – bring a very powerful weapon to take full advantage of each opening. 'Orphan of Kos' is a Trophy hard won; only the best hunters will manage it.

This Trophy will be one of the hardest you will earn in Bloodborne. Are you ready?

Old Hunter's Essence

Rank	Gold
Description	Acquire all old hunter weapons.

Area [–] | **Strategy** [–]

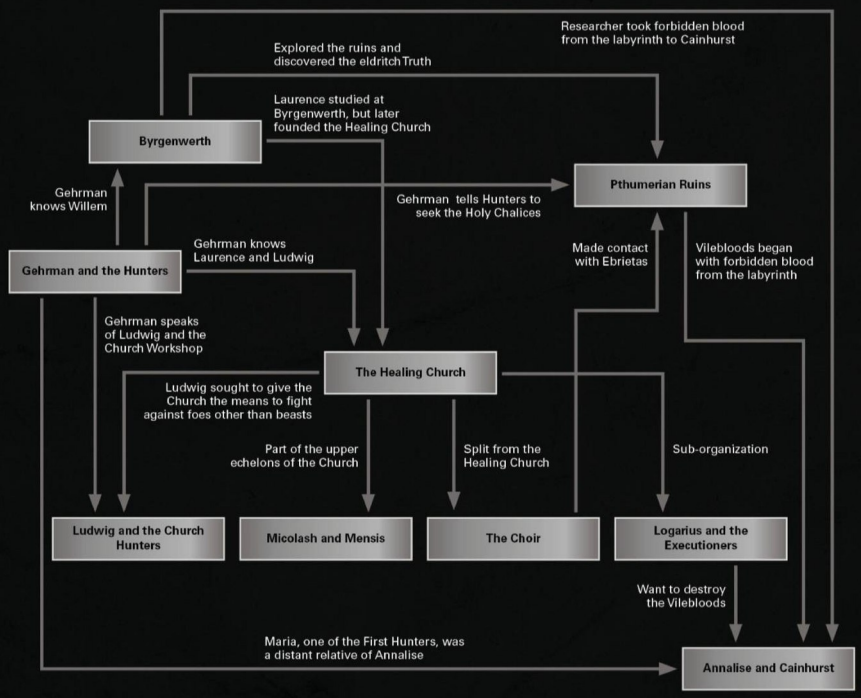
Obtaining a normal Hunter's Essence is no longer considered the pinnacle of what it means to be a true hunter; to reach that lofty goal you'll need to delve deep into the nightmare to experience all that it has to offer – only then can you tap into the Old Hunter's Essence. Unlocking this Trophy will require you to fully explore each of the new areas to find all of the hidden weapons, and defeat some of the toughest foes the game has to offer.

You'll need to search every corner of the nightmare to unlock this Trophy.

The Story of Yharnam

In this very special section we will be presenting the overarching story of Bloodborne and The Old Hunters. We do not want to speculate or to spoil the many discussions about the game's cryptic storyline – the depth of the lore and its many possible interpretations are at the heart of the game and are what bring its fans together. So we will piece together the story by arranging all of the relevant text and dialog found within the game, citing each and every line's source as we go – a mammoth task, and an invaluable resource that we hope will fuel further discussion. When you read the texts that we've managed to assemble you can look for further connections and draw your own conclusions. What you'll find here are all of the things the game makes certain – but who knows what you'll find in the countless, barely-suggested hints that fill the references used to create this text.

Overall Story Connections



Byrgenwerth Lore

Byrgenwerth is an old place of learning (1) that now lies abandoned. In its day, Byrgenwerth was home to scholars, and the school was headed by Provost Willem. The students learned of history and archaeology (2). One day, the scholars of Byrgenwerth had an encounter with the eldritch Truth (3) in the tombs below Yharnam (4).

This encounter led to an inquiry into the cosmos from within the old labyrinth (5). Master Willem and his students began to study about the Great Ones, beings who may be called "gods (6)." Expeditions were sent into the labyrinth, but some of the investigators went mad upon encountering the eldritch Truth (7). Medicine made from blood was developed at Byrgenwerth to stave off madness, but its use led to a dependence on blood ministration (8).

Provost Willem had an epiphany – humans need more eyes to become like the Great Ones (6). He even sought a Third Umbilical Cord to line his brain with eyes (9). Disillusioned by the limits of human intellect (10), Willem valued knowledge (11) and wished to elevate his thoughts to that of a Great One (9).

Provost Willem

The scholars of Byrgenwerth also played a role in the Kos incident. The skulls of locals in the fishing village were forcibly searched for internal eyes (12). Even now, the accursed villagers mill about in the Nightmare while muttering their hatred of Byrgenwerth (13). The corpse of Kos was also found to be filled with small, inhuman parasites (14).

Laurence and Willem had a disagreement, and Laurence left Byrgenwerth (15). Laurence went on to become the first vicar of the Healing Church (16), and the scholars of the Church continue the work began at Byrgenwerth (17). Willem had admonished Laurence to "fear the old blood" as Laurence took his leave (15); this cautionary adage is still handed down among the vicars who head the Healing Church (18).

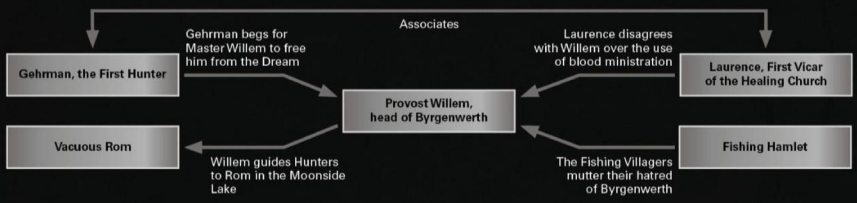
Runesmith Caryll is another famous student of Byrgenwerth; Caryll focused on transcribing the words of the Great Ones as runes (19). Unlike the path taken by the Healing Church, this method of transcending humanity does not rely on blood (19).

Though the school is now long-abandoned and access is restricted by the Healing Church (20), Master Willem can still be found there overlooking the lake that hides Vacuous Rom (21).

Laurence, the First Vicar

1 Alfred Dialogue
2 Lecture Theatre Key
3 Kin Coldblood
4 Alfred Dialogue
5 Augur of Ebrietas
6 Great One's Wisdom
7 Graveguard Set
8 Sedative
9 Third Umbilical Cord
10 Eye Rune
11 Student Uniform
12 Accursed Brew
13 Fishing Hamlet Priest Dialogue
14 Kos Parasite
15 Laurence and Willem Dialogue
16 Laurence's Skull
17 Choir Set
18 Gold Pendant
19 Rune Workshop Tool
20 Alfred Dialogue
21 Lunarium Key

Byrgenwerth | Connections



Byrgenwerth Lore | References

1 | Alfred Dialogue

Byrgenwerth is an old place of learning.

2 | Lecture Theatre Key

Key to the Lecture Theatre in the Lecture Building. Today, the two-story Lecture Building is adrift in the nightmare, but once it was a place of reflection, where scholars learned of history and archaeology. Perhaps it still is, as the students in the lecture theatre appear to await the return of their professor.

3 | Kin Coldblood

Coldblood of inhuman kin of the cosmos, brethren of the Great Ones. Use to gain unspeakable Blood Echoes. Dare not to delve into the world beyond humanity, the eldritch Truth touched upon long ago at Byrgenwerth.

4 | Alfred Dialogue

Well, once a group of young Byrgenwerth scholars discovered a holy medium deep within the tomb.

5 | Augur of Ebrietas

Remnant of the eldritch Truth encountered at Byrgenwerth. Use phantasms, the invertebrates known to be augurs of the Great Ones, to partially summon abandoned Ebrietas. The initial encounter marked the start of an inquiry into the cosmos from within the old labyrinth, and led to the establishment of the Choir.

6 | Great One's Wisdom

Fragments of the lost wisdom of the Great Ones, beings that might be described as gods. Use to gain Insight. At Byrgenwerth, Master Willem had an epiphany: "We are thinking on the basest of planes. What we need, are more eyes."

7 | Graveguard Set

Robe of Dores, graveguard of the Forbidden Woods. Countless bloodied ritual tools hang from its back. Willem kept two loyal servants back at Byrgenwerth. When they were sent into the labyrinth, they encountered the eldritch Truth, and went mad. One became the password gatekeeper, while Dores became a graveguard of the forest. Both remained loyal, even in madness.

8 | Sedative

Liquid medicine concocted at Byrgenwerth. Calms the nerves. Those who delve into the arcane fall all-too-easily to madness, and thick human blood serves to calm the frayed nerves of these inquisitive minds. Naturally, this often leads to a reliance on blood ministration.

9 | Third Umbilical Cord

A great relic, also known as the Cord of the Eye. Every infant Great One has this precursor to the umbilical cord. Provost Willem sought the Cord in order to elevate his being and thoughts to those of a Great One, by lining his brain with eyes. The only choice, he knew, if man were to ever match Their greatness.

10 | Eye Rune

A secret symbol left by Caryll, runesmith of Byrgenwerth. A transcription of "eye," as spoken by left-behind Great Ones. Allows one to make additional discoveries. Eyes symbolize the truth Master Willem sought in his research. Disillusioned by the limits of human intellect, Master Willem looked to beings from higher planes for guidance, and sought to line his brain with eyes in order to elevate his thoughts.

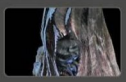
11 | Student Uniform

Uniform of the students of Byrgenwerth, a bygone institute of learning. This alternative lacks the thick cape. This Healing Church has its roots in Byrgenwerth, and naturally borrows heavily from its uniform design. The focus not on knowledge, or thought, but on pure pretension would surely bring Master Willem to despair, if only he knew.

12 | Accursed Brew

Skull of a local from the violated fishing village. The inside of the skull was forcibly searched for eyes, as evidenced by innumerable scratches and indentations. No wonder the skull became stewed in curses. They who offer baneful chants. Weep with them, as one in trance.

13 | Fishing Hamlet Priest Dialogue



Byrgenwerth... Byrgenwerth... Blasphemous murderers... Blood-crazed fiends... Atonement for the wretches... By the wrath of Mother Kos...

14 | Kos Parasite

When the carcass of Kos washed up on the coast, its insides were teeming with tiny parasites, unlike any found in humans. This atypical weapon can only be clasped tight and swung, but a Kos Parasite is said to stimulate phantasms inhabiting a lumenwood.

15 | Laurence and Willem Dialogue

LAURENCE: Master Willem, I've come to bid you farewell. **WILLEM:** Oh, I know, I know. **WILLEM:** You think now, to betray me. **LAURENCE:** No, but you will never listen. **LAURENCE:** I tell you, I will not forget our adage. **WILLEM:** ...The blood makes us human, makes us more than human, makes us human no more. **WILLEM:** ...We are born of the blood, made men by the blood, undone by the blood. **WILLEM:** Our eyes are yet to open... **WILLEM & LAURENCE:** Fear the old blood. **WILLEM:** By the gods, fear it, Laurence. **LAURENCE:** I must take my leave.

16 | Laurence's Skull

Skull of Laurence, first vicar of the Healing Church. In reality he became the first cleric beast, and his human skull only exists within the Nightmare. The skull is a symbol of Laurence's past, and what he failed to protect. He is destined to seek his skull, but even if he found it, it could never restore his memories.

17 | Choir Set

Attire of the Choir, high-ranking members of the Healing Church. Members of the Choir are both the highest-ranking clerics of the Healing Church, and scholars who continue the work that began at Byrgenwerth. Together with the left behind Great One, they look to the skies, in search of astral signs, that may lead them to the rediscovery of true greatness.

18 | Gold Pendant

Pendant of Vicar Amelia. Use to change into a blood gem, which fortifies weapons. This pendant, passed down among the vicars who head the Healing Church, is a reminder of the cautionary adage. To reveal the adage, touch the altar skull.

19 | Rune Workshop

Runesmith Caryll, student of Byrgenwerth, transcribed the inhuman utterings of the Great Ones into what are now called Caryll Runes. The hunter who retrieves this workshop tool can etch Caryll Runes into the mind to attain their wondrous strength. Provost Willem would have been proud of Caryll's runes, as they do not rely upon blood in any measure.

20 | Alfred Dialogue

But today, the college lies deep within a tangled wood, abandoned and decrepit. And furthermore, the Healing Church has declared Byrgenwerth forbidden ground.

21 | Lunarium Key

Key to the lunarium facing the lake on the second floor of Byrgenwerth College. In his final years, Master Willem was fond of the lookout, and the rocking chair that he kept there for meditation. In the end, it is said, he left his secret with the lake.

Healing Church Lore

The Healing Church has its roots in Byrgenwerth (1). Researchers there encountered a remnant of the eldritch Truth and began exploring the labyrinths below Yharnam (2). Investigations led to further encounters with the eldritch Truth (3), Great Ones that might be described as gods (4). Humans, however, were incapable of understanding the wisdom of the Great Ones, and some of the investigators went mad (3).

Master Willem concluded that the only choice for humans to match the greatness of the Great Ones was to seek more eyes (4/5); he went so far as to seek the Third Umbilical Cord of an infant Great One in order to line his brain with eyes (5). He did not believe in the usage of direct blood ministration, and admonished Laurence to "Fear the Old Blood (6)." Laurence did not accept Willem's opinion (6), and his departure led to the foundation of a Healing Church (7); indeed, Laurence became the first vicar of the church (7).

The Healing Church is known as the source of blood healing (8). They performed experimental treatments on patients in their research hall to cultivate worthy blood (9). The Church chooses nuns for their merits as vessels of blood and grooms them to become Blood Saints (10). The efficacy of this blood as a treatment for disease is a source of power for the Church, as it lends legitimacy to their teachings (10). Deep within the Grand Cathedral of the Healing Church is a holy medium (11) — the source of eldritch blood. In reality, this is the left-behind Great One, Ebrietas. Blood ministration is the pursuit of communion (12); in other words, the Church is seeking to refine blood to be like that of the Great Ones. To that end, the Church often sends tomb prospectors to explore the labyrinth, but most go mad (13).

Martyr Logarius

Within the higher ranks of the Healing Church, there are two main groups: the School of Mensis and the Choir (14). The formation of the Choir began with investigations in the labyrinth (2). Its roots lie in the Orphanage near the Grand Cathedral (15). The Orphanage was a place of scholarship and experimentation, and the Choir arose from these activities (15). The Choir members are both the highest ranking clerics of the Church and scholars who continue the research began at Byrgenwerth (16). Members of the Choir cover their eyes to indicate their debt to the teachings of Master Willem (17).

The Choir claims that the land of Isz lies in contact with the cosmos, and that allows the Great Ones to function on transcendental planes (18). The Great Isz Chalice was the first holy chalice brought back to the surface since the days of Byrgenwerth, and it allowed the Choir to have audience with Ebrietas (19). They believe that the cosmos are just above their heads (20), and so, they search for astral signs with the left behind Great One, Ebrietas (16). They once used phantasms to attempt to make contact with the outer reaches of the cosmos, but failed to do so (21). The Choir eventually split from the Healing Church (14).

The other major division within the Healing Church is the School of Mensis (14). The School of Mensis founded Yahar'gul, the Unseen Village (22). The "hunters" of Yahar'gul are in reality mere kidnappers (22). The Church also has special "hunters" pretending to be beggars on the street (23). No one is safe; even the nuns of the Healing Church find themselves to be targets of Mensis' hunt (24/10).

The School of Mensis is performing a ritual that requires a special newborn (25). This ritual is hidden by the spider of Byrgenwerth, Vacuous Rom (26). Micolash, the host of the Nightmare of Mensis, knows of Rom. Indeed, he wishes for Kos to grant eyes to Mensis as she did for Rom (27). Kos, however, is dead (28/29).

Mensis was granted audience with Mergo thanks to a Third Cord, but the encounter resulted in the stillbirth of their brains (30). Instead of Kos, the Great One that is beckoned by a baby's cry atop the Nightmare Mensis is Mergo's Wet Nurse (31); in place of Mergo's actual mother, the Wet Nurse is the one who gives sustenance.

The Great Ones that inhabit the nightmare are sympathetic in nature and often answer when called upon (32). The Great Ones are not, however, all benevolent; some are quite rotten and evil (33). Mensis retrieved an immense brain from within the Nightmare, but it was filled with evil eyes on the inside (33).

Great Ones can impact human thoughts and actions without the humans' knowledge, as evidenced by the "inadvertent" worshippers of Oedon (34). In the end, it is difficult to say to what extent the dark rituals of Mensis are performed by their

own will and to what extent it is the influence of a Great One. The same can be said of their desire to summon the long-dead Kos. It is only known that one result of their ghastly rituals was The One Reborn (35).

The Healing Church has a storied history with many legendary figures. Among the most impactful was the first Church Hunter, Ludwig (36). Ludwig's Healing Church workshop began to deviate from Gehrman's techniques to prepare for battles with more terrifying beasts (37). Laurence, the first vicar of the Church, became the first Cleric Beast (7); perhaps Ludwig sought the means to defeat future Cleric Beasts? In his endeavors, Ludwig was guided by a shining light (38), the Holy Moonlight Sword (39). Unfortunately, he was eventually claimed by the Hunter's Nightmare and became a horrifying beast (40). Despite his sad fate, the Holy Blades, possessors of the Radiant Sword Hunter Badge, have inherited his will, and they exist as the remnant of his ancient line of heroes (41).

Another of the first Healing Church hunters was a man named Simon (42). Unlike most hunters, he disliked guns, and the Church workshop created a bow specifically for him (42). Many of his comrades scoffed at Simon's preference (42). Indeed, throughout the ages, there have been many unique weapons – some favored, and some not.

Tonitrus is one such weapon. It was created by Archibald, who is known as an infamous eccentric from the Healing Church workshop (43). The hunters of his day did not really take to the use of Tonitrus (43). On the other hand, he also invented Bolt Paper, which is widely used by many hunters (44). Archibald was fascinated by the sparks of the undead darkbeasts and dedicated his life to their reproduction (45); curiously, his methodology was very similar to that of Byrgenwerth (45).

Ebrietas

Not all of the notable figures associated with the Church were quite so scientific. The Martyr Logarius and his band of Executioners believed in their righteous destiny and operated a secretive, fanatical workshop steeped in mysticism (46). Logarius' Executioners adored hand-to-hand combat (47) and used large wheels to slaughter the Vilebloods of Cainhurst (48). The Executioners' clothing, and the Holy Shawl in particular, became the basis for all Church attire (49).

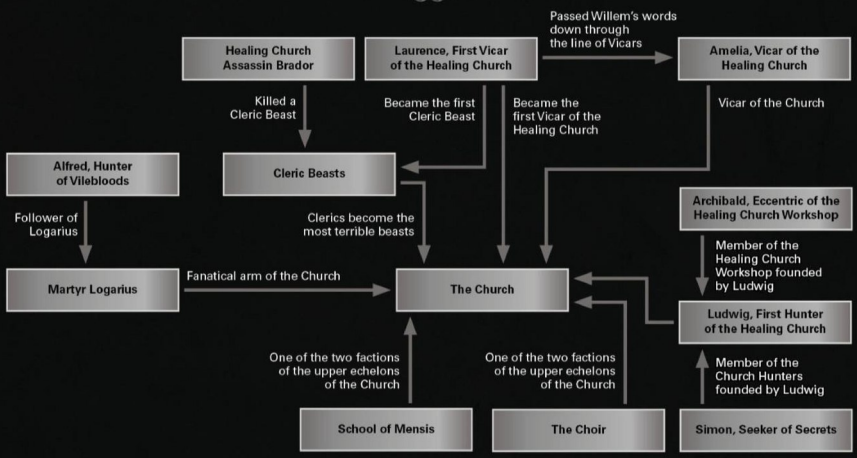
Logarius thought that the Vilebloods of Cainhurst were fiendish creatures and that their blood threatens the purity of the Church's communion (50). He led his band of Executioners to Cainhurst, but they were unable to destroy the ruler of the Vilebloods (51). According to Executioner Alfred, "Logarius became a blessed anchor, guarding us from evil (51)." Logarius donned the Crown of Illusions to prevent anyone from discovering the secret of the Vilebloods (52).

The Healing Church has many secrets and works quite hard to keep them. The Healing Church assassin Brador killed a former compatriot who became a cleric beast (53). Ever since that day, he has worn his ally's scalp as a hat and secluded himself beneath the Cathedral in the Hunter's Nightmare. The Church gave him a soundless bell. Those who can hear the bell are those who know the Church's secrets. They are marked for death, and Brador will pursue them eternally. Brador believes that he can be purified if he is able to expel the tainted blood from his body (53).

Among the secrets guarded by Brador is the Church's research on human subjects. High ministers of the Healing Church have concocted odd medicines that numb the brain for use in their strange experiments (55). In the early days of the Healing Church, cerebral patients would imbibe water; within, the brain fluid would writhe and churn — the initial makings of internal eyes (56).

1 Student Uniform
2 Augur of Ebrietas
3 Graveguard Robe
4 Great One's Wisdom
5 Third Umbilical Cord
6 Willem and Laurence Dialogue
7 Laurence's Skull
8 Alfred Dialogue
9 Blood of Adeline
10 Blood of Adella
11 Alfred Dialogue
12 Communion
13 Madman Garb
14 Upper Cathedral Ward Key
15 Orphanage Key
16 Choir Garb
17 Blindfold Cap
18 Isz Root Chalice
19 Great Isz Chalice
20 Cosmic Eye Watcher Badge
21 A Call Beyond
22 Yahar'gul Black Garb
23 Harrowed Garb
24 Adella Dialogue
25 Lore Note
26 Lore Note
27 Micolash Dialogue
28 Fish Villager Dialogue
29 Kos Parasite
30 Third Umbilical Cord
31 Mergo's Wet Nurse
32 Moon Rune
33 Living String
34 Formless Oedon Rune
35 The One Reborn
36 Sword Hunter Badge
37 Ludwig's Holy Blade
38 Ludwig Dialogue
39 Holy Moonlight Sword
40 Ludwig
41 Radiant Sword Hunter Badge
42 Simon's Bowblade
43 Tonitrus
44 Bolt Paper
45 Spark Hunter Badge
46 Wheel Hunter Badge
47 Executioner Gauntlets
48 Logarius Wheel
49 Executioner Garb
50 Alfred Dialogue
51 Alfred Dialogue
52 Crown of Illusions
53 Brador's Testimony
54 Bloodletter
55 Blue Elixir
56 Brain Fluid

Healing Church | Connections



Healing Church Lore | References

1 | Student Uniform

Uniform of the students of Byrgenwerth, a bygone institute learning. The Healing Church has its roots in Byrgenwerth, and naturally borrows heavily from its uniform design. The focus not on knowledge, or thought, but on pure pretension would surely bring Master Willem to despair, if only he knew.

2 | Augur of Ebrietas

Remnant of the eldritch Truth encountered at Byrgenwerth. Use phantasms, the invertebrates known to be augurs of the Great Ones, to partially summon abandoned Ebrietas. The initial encounter marked the start of an inquiry into the cosmos from within the old labyrinth, and led to the establishment of the Choir.

3 | Graveguard Robe

Robe of Dores, graveguard of the Forbidden Woods. Countless bloodied ritual tools hang from its back. Willem kept two loyal servants back at Byrgenwerth. When they were sent into the labyrinth, they encountered the eldritch Truth, and went mad. One became the password gatekeeper, while Dores became a graveguard of the forest. Both remained loyal, even in madness.

4 | Great One's Wisdom

Fragments of the lost wisdom of the Great Ones, beings that might be described as gods. Use to gain Insight. At Byrgenwerth, Master Willem had an epiphany: "We are thinking on the basest of planes. What we need, are more eyes."

5 | Third Umbilical Cord

A great relic, also known as the Cord of the Eye. Every infant Great One has this precursor to the umbilical cord. Provost Willem sought the Cord in order to elevate his being and thoughts to those of a Great One, by lining his brain with eyes. The only choice, he knew, if man were to ever match Their greatness.

6 | Laurence and Willem Dialogue

LAURENCE: Master Willem, I've come to bid you farewell. **WILLEM:** Oh, I know, I know. **WILLEM:** You think now, to betray me. **LAURENCE:** No, but you will never listen. **LAURENCE:** I tell you, I will not forget our adage. **WILLEM:** ...The blood makes us human, makes us more than human, makes us human no more. **WILLEM:** ...We are born of the blood, made men by the blood, undone by the blood. **WILLEM:** Our eyes are yet to open... **WILLEM & LAURENCE:** Fear the old blood. **WILLEM:** By the gods, fear it, Laurence. **LAURENCE:** I must take my leave.

7 | Laurence's Skull

Skull of Laurence, first vicar of the Healing Church. In reality he became the first cleric beast, and his human skull only exists within the Nightmare. The skull is a symbol of Laurence's past, and what he failed to protect. He is destined to seek his skull, but even if he found it, it could never restore his memories.

8 | Alfred Dialogue

As you know, the Healing Church is the fountainhead of blood healing.

9 | Blood of Adeline

Blood taken from Adeline, patient of the research hall. Adeline was originally one of the Blood Saints who received treatment by the Church to cultivate worthy blood. Adeline's was one of the few cases that turned out favorably.

10 | Blood of Adella

Blood taken from Adella, nun of the Healing Church. The Healing Church nuns are chosen for their merit as vessels for blood, and groomed as Blood Saints. The mere chance of being treated with their blood lends legitimacy to the Healing Church and communion.

11 | Alfred Dialogue

But I have heard that the holy medium of blood healing is venerated in the main cathedral.

12 | Communion

A secret symbol left by Caryll, runesmith of Byrgenwerth. Several runes relate to "Blood," including "Communion," which raises the maximum number of blood vials one may carry. This rune represents the Healing Church and its ministers. Blood ministration is, of course, the pursuit of communion.

13 | Madman Garb

Most tomb prospectors, members of the Healing Church chosen to explore the old labyrinth, are unable to withstand the weight of the old knowledge, and go mad. This attire is worn by those lost souls. Truth oft resembles madness, inaccessible to the dull of mind. Those who go mad are merely thoughtful souls who failed to reach any conclusions.

14 | Upper Cathedral Ward Key

The key to the Upper Cathedral Ward seal. The upper echelons of the Healing Church are formed by the School of Mensis, based in the Unseen Village, and the Choir occupying the Upper Cathedral Ward. This key brings one a step closer to the Choir.

15 | Orphanage Key

Key to the Orphanage, birthplace of the Choir. The Orphanage, shadowed by the Grand Cathedral, was a place of scholarship and experimentation, where young orphans became potent unseen thinkers for the Healing Church. The Choir, that would later split the Healing Church, was a creation of the Orphanage.

16 | Choir Garb

Attire of the Choir, high-ranking members of the Healing Church. Members of the Choir are both the highest-ranking clerics of the Healing Church, and scholars who continue the work that began at Byrgenwerth. Together with the left behind Great One, they look to the skies, in search of astral signs, that may lead them to the rediscovery of true greatness.

17 | Blindfold Cap

Attire of the Choir, high-ranking members of the Healing Church. Members of the Choir are both the highest-ranking clerics of the Healing Church, and scholars who continue the work that began at Byrgenwerth. The eye covering indicates their debt to the teachings of Master Willem, even though their paths diverged.

18 | Isz Root Chalice

According to the Choir, the land of Isz lies in contact with the cosmos, which allowed the Great Ones to function on transcendental planes of thought.

19 | Great Isz Chalice

The Great Isz Chalice became the cornerstone of the Choir, the elite delegation of the Healing Church. It was also the first Great Chalice brought back to the surface since the time of Byrgenwerth, and allowed the Choir to have audience with Ebrietas.

20 | Cosmic Eye Watcher Badge

Badge of a member of the Choir, elites of the Healing Church. The eye signifies the very cosmos. The Choir stumbled upon an epiphany, very suddenly and quite by accident. Here we stand, feet planted in the earth, but might the cosmos be very near us, only just above our heads?

21 | A Call Beyond

One of the secret rites of the Choir. Long ago, the Healing Church used phantasms to reach a lofty plane of darkness, but failed to make contact with the outer reaches of the cosmos. The rite failed to achieve its intended purpose, but instead created a small exploding star, now a powerful part of the Choir's arsenal. At times, failure is the mother of invention.

22 | Yahar'gul Black Garb

Thick black pullover worn by hunters of the Unseen Village. The hunters of Yahar'gul answer to the village's founders, the School of Mensis. Hunters in name only, these kidnappers blend into the night wearing this attire. Designed primarily to defend from physical attacks, the binding of thick rope serves both to protect its wearer, and restrain his foes.

23 | Harrowed Garb

Certain Church hunters obfuscate their identities and slip into the nooks and crannies of the city. This is the garb that allows these harrowed individuals to go unnoticed. These hunters are keen to early signs of the scourge, serving as a first line of defence against its outbreak. Or perhaps, when the time is ripe, they find signs of the scourge where there are none. It just goes to show, the corner beggar is not always who he seems.

24 | Adella Dialogue

I was seized on the street by a hulking brute in the Cathedral Ward and locked up here. There were many others, but they've been taken away... And I've heard moans, echoing in the distance, ever since...

25 | Lore Note

Nightmarish rituals crave a newborn. Find one, and silence its harrowing cry.

26 | Lore Note

The spider hides all manner of rituals, certain to reveal nothing, for true enlightenment need not be shared.

27 | Micolash Dialogue

Ahh, Kos, or some say Kosm... Do you hear our prayers? As you once did for the vacuous Rom, Grant us eyes, grant us eyes.

28 | Fish Villager Dialogue

Mother is dead, her baby, taken.

29 | Kos Parasite

When the carcass of Kos washed up on the coast, its insides were teeming with tiny parasites, unlike any found in humans. This atypical weapon can only be clasped tight and swung, but a Kos Parasite is said to stimulate phantasms inhabiting a lumenwood.

30 | Third Umbilical Cord

A great relic, also known as the Cord of the Eye. Every infant Great One has this precursor to the umbilical cord. Every Great One loses its child, and then yearns for a surrogate. This Cord granted Mensis audience with Mergo, but resulted in the stillbirth of their brains. Use to gain Insight and, so they say, eyes on the inside, although no one remembers what that truly entails.

31 | Mergo's Wet Nurse

32 | Moon Rune

A secret symbol left by Caryll, runesmith of Byrgenwerth. A transcription of "Moon," as spoken by the Great Ones inhabiting the nightmare. The Great Ones that inhabit the nightmare are sympathetic in spirit, and often answer when called upon.

33 | Living String

Special material used in a Holy Chalice ritual. The immense brain that Mensis retrieved from the nightmare was indeed lined with eyes on the inside, but they were of an evil sort, and the brain itself was terribly rotten. But even still, it was a legitimate Great One, and left a relic. A living relic, at that, which is a precious thing indeed.

34 | Formless Oedon Rune

A secret symbol left by Caryll, runesmith of Byrgenwerth. The Great One Oedon, lacking forms, exists only in voice, and is symbolized by this rune. Human or no, the oozing blood is a medium of the highest grade, and the essence of the formless Great One, Oedon. Both Oedon, and his inadvertent worshippers, surreptitiously seek the precious blood.

35 | The One Reborn

36 | Sword Hunter Badge

One of the badges crafted by the Healing Church. The silver sword is a symbol of a Church hunter. Ludwig was the first of many Healing Church hunters to come, many of whom were clerics. As it was, clerics transformed into the most hideous beasts.

37 | Ludwig's Holy Blade

A trick weapon typically used by Healing Church hunters. It is said that the silver sword was employed by Ludwig, the first hunter of the church. When transformed, it combines with its sheath to form a greatsword. The Healing Church workshop began with Ludwig, and departed from old Gehrman's techniques to provide hunters with the means to hunt more terrifying beasts, and perhaps things still worse.

38 | Ludwig Dialogue

Good hunter, have you seen the thread of light? "Just a hair, a fleeting thing, yet I clung to it, steeped as I was in the stench of blood and beasts." "I never wanted to know what it really was. Really, I didn't."

39 | Holy Moonlight Sword

An arcane sword discovered long ago by Ludwig. When blue moonlight dances around the sword, and it channels the abyssal cosmos, its great blade will hurl a shadowy lightwave. The Holy Moonlight Sword is synonymous with Ludwig, the Holy Blade, but few have ever set eyes on the great blade, and whatever guidance it has to offer, it seems to be of a very private, elusive sort.

40 | Ludwig

41 | Radiant Sword Hunter Badge

One of the badges crafted by the Healing Church. The radiant sword indicates the heirs to the will of Ludwig. These hunters, also known as Holy Blades, are what remains of an ancient line of heroes that date back to a very early age of honor and chivalry.

42 | Simon's Bowblade

Choice weapon of Simon, one of the first Healing Church hunters. Simon despised firearms, and so the Church workshop had this specially fashioned to his liking. The large curved blade serves as a bow when transformed. But aside from a few close friends, Simon was scoffed at for his choice of arms, for who would dare face the beasts with a measly bow?

43 | Tonitrus

A unique trick weapon contrived by Archibald, the infamous eccentric of the Healing Church workshop. Striking this peculiar iron morning star flail like a match generates the same blue sparks that blanket a darkbeast. Unfortunately, for reasons untold, the hunters of Archibald's time did not fully take to the device.

44 | Bolt Paper

Coarse paper that applies bolt to weapons when rubbed. Invented by Archibald, the infamous eccentric of the Healing Church workshop. Artificially recreates the blue sparks that are said to surround darkbeasts. Unlike the other strange weapons created by Archibald, this one was favored by many hunters, in particular those who had even once laid eyes on a darkbeast.

45 | Spark Hunter Badge

Badge crafted in secret by Archibald, the infamous eccentric of the Healing Church, for his friends. Archibald was fascinated by the blue sparks that emanate from the hides of the darkbeasts, and dedicated his life to its artificial reproduction, in a style of inquiry that, incidentally, closely followed the methodology of Byrgenwerth.

46 | Wheel Hunter Badge

Martyr Logarius led a band of Executioners, and this badge was crafted at their dedicated workshop. The wheel symbolizes righteous destiny. Their workshop was a secretive enclave of mystical beliefs and heady fanaticism which served as the backbone of the Executioners' unique brand of justice.

47 | Executioner Gauntlets

Gauntlets worn by the band of Executioners commanded by the martyr Logarius. The brass rivets are unique to the executioners, and reflect their adoration of hand-to-hand combat. As the great Logarius once said, "Acts of goodness are not always wise, and acts of evil are not always foolish, but regardless, we shall always strive to be good."

48 | Logarius Wheel

Weapon wielded by martyr Logarius' band of executioners. Used to slaughter the Vilebloods in Cainhurst. Bathed in pools of their blood, and forever steeped in their ire. Transform to release the power of the wheel and manifest their lingering rage in a show of utter brilliance.

49 | Executioner Garb

Attire worn by the band of executioners commanded by the martyr Logarius. Later became the basis for all Church attire, with its heavy draping of Holy Shawl. As the great Logarius once said, "Acts of goodness are not always wise, and acts of evil are not always foolish, but regardless, we shall always strive to be good."

50 | Alfred Dialogue

Once, a scholar betrayed his fellows at Byrgenwerth... ...and brought forbidden blood back with him to Cainhurst Castle. It was there that the first of the inhuman Vilebloods was born. The Vilebloods are fiendish creatures who threaten the purity of the Church's blood healing.

51 | Alfred Dialogue

In his time, Master Logarius led his executioners into Cainhurst Castle to cleanse it of the Vilebloods. But all did not go well, and Master Logarius became a blessed anchor, guarding us from evil. ...Tragic, tragic times...

52 | Crown of Illusions

One of the precious secrets of Cainhurst. The old king's crown is said to reveal illusions, and expose a mirage that hides a secret. And so Logarius donned the crown of his own volition, determined to prevent a single soul from stumbling upon the vile secret. What visions did he see, sitting serenely upon his new throne?

53 | Brador's Testimony

The scalp of a horrible cleric beast, indicating that hunter Brador, a Healing Church assassin, had killed a compatriot. Afterward, he wore his ally's own scalp, and hid himself away, deep below in a cell. The Church provided him with a single, soundless bell of death, to ensure their secrets would be kept.

54 | Bloodletter

The demented hunter weapon brandished by Brador, the Healing Church assassin. The Bloodletter assumes its true and terrifying form after it draws upon blood from the inner reaches of one's body and soul. This is the only effective means of expelling tainted blood, or so Brador, isolated in his cell, continued to beleive.

55 | Blue Elixir

Dubious liquid medicine used in strange experiments conducted by high ministers of the Healing Church. A type of anesthetic that numbs the brain. Hunters, able to retain consciousness by force of will, make use of a secondary effect of the medicine, which dilutes their presence while standing still.

56 | Brain Fluid

In the early days of the Healing Church, the Great Ones were linked to the ocean, and so the cerebral patients would imbibe water, and listen for the howl of the sea. Brain fluid writhed inside the head, the initial makings of internal eyes.

The Hunters Lore

Gehrman was the First Hunter (1) and an acquaintance of Laurence (2) and Willem (3). He fought beasts with speed and agility, and his style became the basis for later hunters (4). His weapon is forged from siderite, a rare mineral which is said to have fallen from the heavens (1). The only other hunter known to use a siderite weapon is Eileen the Crow (5).

The first hunters were Gehrman's apprentices (6). These hunters were practitioners of the art of Quickening (7), and among them was the Lady Hunter Maria, who admired Gehrman greatly (6). Gehrman has a peculiar mania, and Maria was specifically unaware of this (6). Interestingly, the Doll's clothing is described as a product of borderline mania , and the Doll has a special dialogue when Maria is defeated by the player (9).

A precursor to an umbilical cord from an infant Great One led to the encounter with the pale moon (10). The pale moon called out to the hunters and created the Hunter's Dream as it sought a surrogate child (10). Hunters who dream need not fear death (11/12). Today, old Gehrman's purpose is to remain in the Hunter's Dream (13), where he is waiting for Laurence to accomplish some task (2). He seems unaware of Laurence's fate (14). Gehrman's fitful murmurs betray that he is not necessarily in the Dream by his own will (3).

Gehrman

Gehrman generally serves only as an adviser to hunters (13), but on some nights, he joins the hunt himself (15). He sees it as a dirge of farewell, and wishes only that his prey will not awaken to further nightmares (1).

In his day, Gehrman made use of a special bell discovered in the underground labyrinth to call hunters from other worlds (16). He also advises hunters to seek out the Holy Chalices and to engage in communion – the consumption of blood (17).

Eileen

Heroine Doll

1 Burial Blade
2 Gehrman Dialogue
3 Gehrman Dialogue
4 Gehrman's Hunter Garb
5 Blade of Mercy
6 Maria's Hunter Attire
7 Old Hunter Bone
8 Doll Set
9 Doll Dialogue
10 Third Umbilical Cord
11 Eileen Dialogue
12 Eileen Dialogue
13 Doll Dialogue
14 Laurence's Skull
15 Gehrman Dialogue
16 Beckoning Bell
17 Gehrman Dialogue

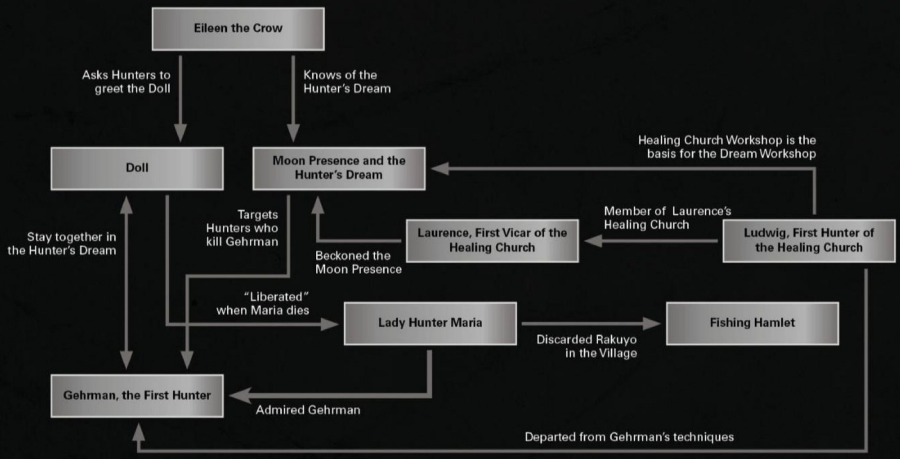
Hunters sustained by the dream imbibe the blood of their victims (18). Hunters are healed and strengthened by blood (18), but it is also intoxicating (19). The hunters of hunters, such as Eileen, seek out and eliminate those who have become addled by blood (20). Hunters who go drunk with blood are said to be taken by the Nightmare, destined to hunt forever (21); the hunters of hunters seek to prevent this so that their former compatriots might find rest in a hunter's dream (22).

In the old days, hunters were much more common (23). Old Hunters tended to believe in superstitions, such as the idea that certain metals would ward off the blood of beasts (24) or that beast blood would creep up their right legs (25). One day, the hunters vanished from Yharnam (26). All that remained were rumors of the hunters' sin; drunk with blood they all passed on to the Nightmare (26).

That's the legend, at least. In truth, some of the Old Hunters, such as Djura, still stalk the streets of Yharnam. Djura was a hunter who had contact with the Powder Kegs (27). It is said that the state of Old Yharnam drove him to renounce his hunter's vows (27); in reality, he understood that the beasts of Yharnam are actually humans taken by the scourge (28).

A sickness known as "ashen blood" ravaged Old Yharnam, and that epidemic triggered the spread of the beastly scourge (29). A collapsed, mushy pupil is an indicator of the onset of the scourge (21). Djura and his companions have seen their share of tragedy; the youngest of his three companions was taken by the Nightmare (30), while another still remains faithfully by his side in Old Yharnam to help him protect the beastly residents.

The Hunters | Connections



Gehrman tells new hunters tales of Ludwig and the Healing Church Workshop (31). The techniques of hunters began at that point to deviate from Gehrman's original style (32). Ludwig was the first Healing Church hunter (32), and recruited Yharnamites to serve as hunters (33). There have been numerous Healing Church hunters through the years, many of them clerics – unfortunately, clerics transform into the most hideous beasts (34). The Healing Church workshop's deviations from Gehrman's methods were made to help hunters hunt such beasts (35).

18 Coldblood Dew
19 Pungent Blood Cocktail
20 Crow Hunter Badge
21 Eye of a Blood-drunk Hunter
22 Crowfeather Garb
23 Old Hunter Cap
24 Old Hunter Gloves
25 Old Hunter Trousers
26 Old Hunter Garb
27 Grey Wolf Cap
28 Djura Dialogue
29 Antidote
30 Gatling Gun
31 Gehrman Dialogue
32 Ludwig's Holy Blade
33 Yharnam Hunter Garb
34 Sword Hunter Badge
35 Ludwig's Rifle

The Hunters Lore | References

1 | Burial Blade

Trick weapon wielded by Gehrman, the first hunter. A masterpiece that defined the entire array of weapons crafted at the workshop. Its blade is forged with siderite, said to have fallen from the heavens. Gehrman surely saw the hunt as a dirge of farewell, wishing only that his prey might rest in peace, never again to awaken to another harrowing nightmare.

2 | Gehrman Dialogue

Oh, Laurence... what's taking you so long... I've grown too old for this, of little use now, I'm afraid...

3 | Gehrman Dialogue

...Oh, Laurence... Master Willem... Somebody, help me... Unshackle me, please, anybody...

4 | Gehrman's Hunter Garb

Hunter attire of Gehrman, the first hunter. Created before the workshop existed by making adjustments to everyday clothing, and later became the basis for all hunter's garb. The hunter's emphasis on engaging beasts with speed, and therefore of selecting lightweight attire, no doubt traces back to Gehrman's own combat style.

5 | Blade of Mercy

A special trick weapon passed down among hunters of hunters. One of the oldest weapons of the workshop. Splits into two when activated. The weapon's warped blades are forged with siderite, a rare mineral of the heavens. Most effective in swift attacks, such as after quick-stepping.

6 | Maria's Hunter Attire

Among the first hunters, all students of Gehrman, was the lady hunter Maria. This was her hunter's garb, crafted in Cainhurst. Maria is distantly related to the undead queen, but had great admiration for Gehrman, unaware of his curious mania.

7 | Old Hunter Bone

The bone of an old hunter whose name is lost. It is said that he was an apprentice to old Gehrman, and a practitioner of the art of Quickening, a technique particular to the first hunters. It is most appropriate that hunters, carriers of the torch who are sustained by the dream, would tease an old art from his remains.

8 | Doll Set

Discarded doll clothing, likely a spare for dress-up. A deep love for the doll can be surmised by the fine craftsmanship of this article, and the care with which it was kept. It borderlines on mania, and exudes a slight warmth.

9 | Doll Dialogue

Good hunter. This may sound strange, but... Have I somehow changed? Moments ago, from some place, perhaps deep within, I sensed a liberation from heavy shackles. Not that I would know... How passing strange...

10 | Third Umbilical Cord

A great relic, also known as the Cord of the Eye. Every infant Great One has this precursor to the umbilical cord. Every Great One loses its child, and then yearns for a surrogate. The Third Umbilical Cord precipitated the encounter with the pale moon, which beckoned the hunters and conceived the Hunter's Dream. Use to gain Insight and, so they say, eyes on the inside, although no one remembers what that truly entails.

11 | Eileen Dialogue

You still dream, I should think?

12 | Eileen Dialogue

No more dreams for me. This is my last chance. What a fool I am. I'll have to tread carefully.

13 | Doll Dialogue

Did you speak with Gehrman? He was a hunter long, long ago, but now serves only to advise them. He is obscure, unseen in the dreaming world. Still, he stays here, in this dream... ...such is his purpose...

14 | Laurence's Skull

Skull of Laurence, first vicar of the Healing Church. In reality he became the first cleric beast, and his human skull only exists within the Nightmare. The skull is a symbol of Laurence's past, and what he failed to protect. He is destined to seek his skull, but even if he found it, it could never restore his memories.

15 | Gehrman Dialogue

It always comes down to the hunters' helper to clean up after these sorts of messes. Tonight, Gehrman joins the hunt...

16 | Beckoning Bell

Great old bell discovered in the underground labyrinth. Its ring resonates across worlds, and the first hunter used it as a special signal to call hunters from other worlds to cross the gap and cooperate. A human must use Insight to ring this uncanny bell, but the benefits of cross-world cooperation are many.

17 | Gehrman Dialogue

If the beasts loom large, and threaten to crush your spirits, seek a Holy Chalice. As every hunter before you has. A Holy Chalice will reveal the tomb of the gods, ...where hunters partake in communion...

18 | Coldblood Dew

Droplet of coldblood containing Blood Echoes. Use to gain Blood Echoes. Hunters sustained by the dream gain strength from Blood Echoes. They imbibe the blood with thoughts of reverence, indeed gratitude, for their victims.

19 | Pungent Blood Cocktail

Mature blood cocktail that releases a pungent odor when thrown that attracts blood-thirsty beasts. A precious tool in sadly short supply. In Yharnam, they produce more blood than alcohol, as the former is the more intoxicating.

20 | Crow Hunter Badge

Badge of a Hunter of Hunters, who hunts those who have become addled with blood. The badge of the Hunter of Hunters is quietly passed down from generation to generation, usually to an outsider from the hinterlands. To be entrusted with this cursed badge, one must be strong, resilient to the seduction of blood, and gracious when taking a comrade's life.

21 | Eye of a Blood-drunk Hunter

The eye of a blood-drunk hunter. Its pupil is collapsed and turned to mush, indicating the onset of the scourge of the beasts. A hunter who goes drunk with blood is said to be taken by the Nightmare, destined to wander forever, engaged in an endless hunt. It is a fate that no hunter can escape.

22 | Crowfeather Garb

Attire worn by Eileen the Crow, Hunter of Hunters, known in particular for her crowfeather cape. Hunters of Hunters dress as crows to suggest sky burial. The first Hunter of Hunters came from a foreign land, and gave the dead a virtuous native funeral ritual, rather than impose a blasphemous Yharnam burial service upon them, with the hope that former compatriots might be returned to the skies, and find rest in a hunter's dream.

23 | Old Hunter Cap

Old hunter cap with a wide brim that hides their sharp gaze. In the old days, when hunters were ten a penny, this was part of their standard garb.

24 | Old Hunter Gloves

Old hunter gauntlets made of brass to protect their weapon-bearing hands. At the time, some hunters believed that certain metals would ward off beast blood. On a night of the hunt, it is no wonder that some resort to superstition.

25 | Old Hunter Trousers

Old hunter trousers that protected countless hunters from the beasts in an older age. A widespread belief of the period was that "beast blood crept up the right leg," and this led to the double-wrapped belt.

26 | Old Hunter Garb

Old hunter garb. One day, the hunters disappeared, and Yharnamites began to whisper of the hunters' sin. Drunk with blood, chasing after beasts, they would pass on to the Nightmare, every last one of them.

27 | Grey Wolf Cap

Attire of the retired hunter Djura. This worn wolf cap was his trademark. Djura is known through his contact with the Powder Kegs, the heretics of the workshop. He is said to have been both uncommonly kind and dreadfully foolish. Djura felt defeated by the state of Old Yharnam, and renounced his hunter's vows.

28 | Djura Dialogue

I no longer dream, but I was once a hunter, too. There's nothing more horrific than a hunt. In case you've failed to realize... The things you hunt, they're not beasts. They're people. One day, you will see...

29 | Antidote

Small medicinal tablets that counteract poison. Used to treat ashen blood, the baffling sickness that ravaged Old Yharnam long ago. These tablets only provide short-term relief. The ashen blood ailment eventually triggered the spread of the beastly scourge.

30 | Gatling Gun

This is a highly-customized, portable version of the stationary gatling gun operated by the old hunter Djura in Old Yharnam. It was the weapon of choice of the youngest of Djura's three companions. The Gatling Gun boasts exceptional rapid-firing functionality, but is considered a cumbersome weapon, due to its excessive weight and insatiable consumption of Quicksilver Bullets. NOTE: This weapon is found in the Hunter's Nightmare...

31 | Gehrman Dialogue

The Healing Church, and the Blood Ministers who belong to it... Were once guardians of the hunters, in the times of the hunter... Ludwig.

32 | Ludwig's Holy Blade

A trick weapon typically used by Healing Church hunters. It is said that the silver sword was employed by Ludwig, the first hunter of the church. When transformed, it combines with its sheath to form a greatsword. The Healing Church workshop began with Ludwig, and departed from old Gehrman's techniques to provide hunters with the means to hunt more terrifying beasts, and perhaps things still worse.

33 | Yharnam Hunter Garb

Ludwig, the first hunter of the Healing Church, once recruited Yharnamites to serve as hunters. This hunter's attire was made for new recruits, and has excellent straightforward defense. But not nearly enough to allow an ordinary man to stand any real chance against the beasts.

34 | Sword Hunter Badge

One of the badges crafted by the Healing Church. The silver sword is a symbol of a Church hunter. Ludwig was the first of many Healing Church hunters to come, many of whom were clerics. As it was, clerics transformed into the most hideous beasts.

35 | Ludwig's Rifle

A rifle typically used by Healing Church hunters. It is said that this rifle was employed by Ludwig, the first hunter of the Church. Its long, heavy barrel makes up in range for what it lacks in reload speed. The Healing Church workshop began with Ludwig, and departed from old Gehrman's techniques to provide hunters with the means to hunt more terrifying beasts, and perhaps thing still worse.

Yharnamites Lore

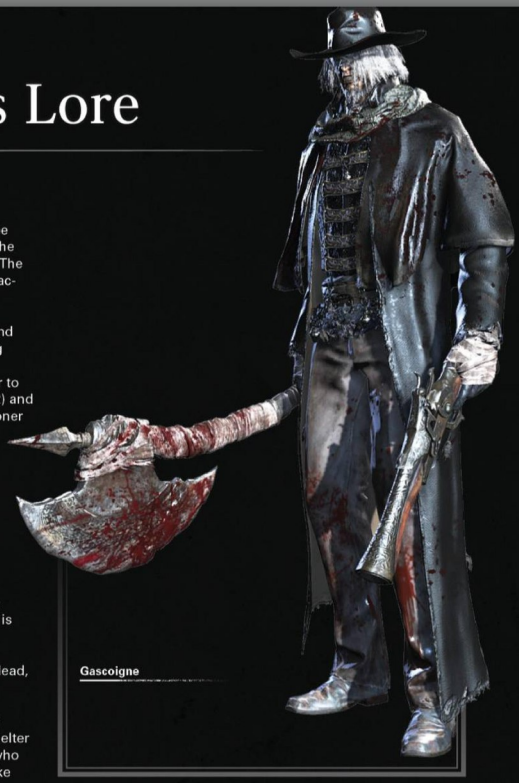
Modern day Yharnam is a city of madness (1); it is said to be a cursed city (2) of intoxicating blood (3) and wild beasts. The populace tends to be quite intolerant of outsiders (4/5/6/7). The "pebble"-filled streets (8) are home to some very odd characters indeed, not the least of whom is Father Gascoigne.

Gascoigne is a hunter who wears a dingy Holy Shawl (9) and a wide-brimmed hat; he was once a member of the Healing Church, but he eventually parted ways with the church (for reasons unknown) (9). In the past, Gascoigne was a partner to Old Hunter Henryk (10). He is also a husband to Viola (11/12) and the father of two young girls (12/13). He acts as an executioner to the beasts of Yharnam (14).

Father Gascoigne's story is a tragic tale. His wife's corpse can be found at Oedon Tomb near where Gascoigne is chopping up corpses (6). Gascoigne's garments are tainted by a pungent beastly stench that eats away at him (16). The blood has gotten to him (17). He has been struggling to distinguish beasts from humans (18/19), though a special song that he shared with his wife can help him remember (20). As Eileen observes, though, he is falling apart (21), and he eventually becomes a beast himself. Perhaps awareness of his own inner beast is what led him to see normal humans as beasts.

But his story grows darker still. With both he and his wife dead, the hunters of Yharnam are left with a very difficult choice regarding his orphaned daughters. Informing the younger daughter of her mother's death drives her into despair, but withholding that information and instructing her to seek shelter at Oedon Chapel results in her gory demise (22). Hunters who send her to Iosefka's Clinic leave her at the mercy of the fake doctor's devious experiments (23). If the hunters ignore her plight, she eventually wanders off into the night alone.

Later in the night, her older sister professes to be searching for her (13). If a hunter returns the younger sister's ribbon as proof of her demise (24), the older sister at first seems distraught but can already be heard admiring the ribbon as the hunter walks away (25). The blood moon has a powerful effect on humans; it blurs the very line between man and beast (26). Madness abounds in the late hours of the hunt.



Gascoigne

Gascoigne's former partner, Old Hunter Henryk, is still stalking the streets of Yharnam, as well. Eileen warns hunters to stay away from Henryk, as he is one of the blood-drunk hunters that she is tracking (27). Henryk's partnership with Father Gascoigne helped him to survive and lead a long life (10), but he has outlived both Gascoigne and Viola.

In Oedon Chapel, another odd character can be found — the Chapel Samaritan. The Chapel Samaritan has a very odd and suspicious way of speaking but really wants to help people and make friends (28/29). The incense of Oedon Chapel wards off beasts, though it also masks the smell of approaching hunters (30/31). This incense allows for Oedon Chapel to functions as a sanctuary for Yharnam's refugees.

Arianna, lady of the night, is one such refugee. She finds herself running low on incense before the night is over, and asks hunters to find a safe place for her (32). In Oedon Chapel, she offers her blood as thanks (33). Her blood is very similar to blood forbidden by the old Healing Church (34), and her clothing is reminiscent of the nobles of Cainhurst (35). Arianna is distrusted by some other Yharnamites (36). Her blood does seem to be quite special; it is possible for her to give birth to a kin baby under the blood moon (37).

Adella, nun of the Healing Church, is another refugee that can be directed to take shelter in Oedon Chapel. Pious lady that she is, she respects members of the Healing Church (38/39). She appears to have quite a jealous streak (40), however, as she will kill Arianna if hunters prefer Arianna's blood to her own (41).

Arianna, Adella, and the other refugees of Yharnam can alternatively take refuge in Iosefka's clinic. There are however, two different people claiming to be "Iosefka." In the afternoon, the real Iosefka is in her clinic and will provide hunters with carefully refined blood (42/43). After the hunt has reached Cathedral Ward, though, she is replaced by an imposter. In addition to having different voices, the two can be distinguished by their armaments; the original Iosefka does not carry weapons, but the fake does (44).

The fake Iosefka is performing human experiments; she seems to believe that she is successfully preventing humans from falling to the beastly scourge (45/46). She claims that humans must find a way to surpass our own stupidity (47). This is quite similar to the desire of Micolash, who wishes for eyes from Kos to be cleansed of beastly idiocy (48). Indeed, as her experiments progress, it seems that she does begin to develop inner eyes (49/50). When she dies, she leaves a Cord of the Eye, as well.

Old Hunter Henryk — Impostor Iosefka

Arianna

1 Black Church Garb
2 Gilbert Dialogue
3 Pungent Blood Cocktail
4 Gilbert Dialogue
5 Gilbert Dialogue
6 Yharnamite Dialogue
7 Constable Garb
8 Pebble
9 Gascoigne's Garb
10 Henryk's Hunter Garb
11 Red Jewelled Brooch
12 Tiny Music Box
13 Older Sister Dialogue
14 Hunter Axe
15 Location of the Red Jewelled Brooch
16 Gascoigne's Hat
17 Gascoigne Dialogue
18 Gascoigne Dialogue
19 Gascoigne Dialogue
20 Little Girl Dialogue
21 Eileen Dialogue
22 Red Messenger Ribbon
23 White Messenger Ribbon
24 Older Sister Dialogue
25 Older Sister Dialogue
26 Lore Note
27 Eileen Dialogue
28 Chapel Samaritan Dialogue
29 Chapel Samaritan Dialogue
30 Chapel Samaritan Dialogue
31 Chapel Samaritan Dialogue
32 Arianna Dialogue
33 Arianna Dialogue
34 Blood of Arianna
35 Noble Dress
36 Bigoted Man Dialogue
37 Arianna Baby
38 Adella Dialogue
39 Adella Dialogue
40 Adella Jealous
41 Arianna Dead
42 Iosefka Dialogue
43 Iosefka's Blood Vial
44 Iosefka Hand Comparison
45 Iosefka Dialogue
46 Iosefka Dialogue
47 Iosefka Dialogue
48 Micolash Dialogue
49 Iosefka Dialogue
50 Brain Fluid

Yharnamites Lore | References

1 | Black Church Garb

Attire of Healing Church hunters. Most Healing Church hunters are elementary doctors who understand the importance of early prevention of the scourge, achieved by disposing of victims, and even potential victims, before signs of sickness manifest themselves. Their black attire is synonymous with fear, and that peculiar Yharnam madness.

2 | Gilbert Dialogue

This town is cursed. Whatever your reasons might be, you should plan a swift exit. Whatever can be gained from this place, it will do more harm than good...

3 | Pungent Blood Cocktail

Mature blood cocktail that releases a pungent odor when thrown that attracts blood-thirsty beasts. A precious tool in sadly short supply. In Yharnam, they produce more blood than alcohol, as the former is the more intoxicating.

4 | Gilbert Dialogue

You must have had a fine time of it. Yharnam has a special way of treating guests.

5 | Gilbert Dialogue

Yharnamites don't share much with outsiders.

6 | Yharnamite Dialogue

Lousy offcomer. Who'd open their door on a night of the hunt! Away with you. Now!

7 | Constable Garb

Once upon a time, a troupe of foreign constables chased a beast all the way to Yharnam, and this is what they wore. The constables became victims of the beast, except for one survivor, who in turn devoured the creature whole, all by himself. This fable is a favorite among Yharnamites, who are partial to any stories of pompous, intolerant foreigners who suffer for their ignorance. It makes the blood taste that much sweeter.

8 | Pebble

Small pebbles found throughout Yharnam. Can be thrown at foes. Quite thrilling.

9 | Gascoigne's Garb

Hunter attire worn by Father Gascoigne. The dingy scarf is a Holy Shawl and symbol of the Healing Church, from which Gascoigne would eventually part ways. "Father" is a title used for clerics in a foreign land, and there is no such rank in the Healing Church.

10 | Henryk's Hunter Garb

Hunter's attire worn by Henryk, the old hunter. The taciturn old hunter Henryk was once partners with Father Gascoigne, and though they were a fierce and gallant duo, their partnership led to Henryk's tragically long life.

11 | Red Jewelled Brooch

A woman's bright-red brooch, engraved with the name Viola. Perhaps the jewel is a gift from a hunter.

12 | Tiny Music Box

A small music box received from a young Yharnam girl. Plays a song shared by her mother and father. Inside the lid is a small scrap of paper, perhaps an old message. Two names can be made out, however faintly. Viola and Gascoigne.

13 | Older Sister Dialogue

Oh, you haven't by any chance... seen my little sister, have you? I told her to look after the house, but she's run off somewhere. She's still quite small, and wears a big white ribbon. Have you seen her out there anywhere?

14 | Hunter Axe

One of the trick weapons of the workshop, commonly used on the hunt. No matter their pasts, beasts are no more than beasts. Some choose this axe to play the part of executioner.

15 | Location of the Red Jewelled Brooch

16 | Gascoigne's Hat

Hunter attire worn by Father Gascoigne. Similar to hunter garb created at the workshop, only these are tainted by a pungent beastly stench that eats away at Gascoigne. "Father" is a title used for clerics in a foreign land, and there is no such rank in the Healing Church.

17 | Gascoigne Dialogue

The sweet blood, oh, it sings to me. It's enough to make a man sick...

18 | Gascoigne Dialogue

...Beasts all over the shop... ...You'll be one of them, sooner or later...

19 | Gascoigne Dialogue

Too proud to show your true face, eh?

20 | Little Girl Dialogue

Oh, I mustn't forget. If you find my mum, give her this music box. ...It plays one of daddy's favorite songs. And when daddy forgets us we play it for him so he remembers. Mum's so silly, running off without it!

21 | Eileen Dialogue

You must've killed Gascoigne as well, then? He was falling apart, I'm sure it had to be done. But try to keep your hands clean.

22 | Red Messenger Ribbon

Red ribbon that messengers are oddly fond of. The thick, pungent red was drawn from the organs of some unfortunate victim. A strange choice indeed, but perhaps for the messengers wearing this accessory constitutes a form of mourning.

23 | White Messenger Ribbon

White ribbon that messengers are oddly fond of. A ribbon made of fine lace that shines remarkably, more suited to pretty young girls than silly old messengers.

24 | Older Sister Dialogue

Oh, how did this happen... Why would she ever go outside?

25 | Older Sister Dialogue

What a perfect ribbon... And now it's mine... I can't wait to try it on...

26 | Lore Note

When the red moon hangs low, the line between man and beast is blurred. And when the Great Ones descend, a womb will be blessed with child.

27 | Eileen Dialogue

Henryk, an old hunter, has gone mad. And he's my mark.. Don't go near the tomb below Oedon Chapel in the Cathedral Ward. I have business there first...

28 | Chapel Samaritan Dialogue

When the night of the hunt passes, s'pose, we could be friends, maybe? Now, I know I hardly deserve it, but... Well, I had to just, ask, you know?

29 | Chapel Samaritan Dialogue

I just wanted to help... people...

30 | Chapel Samaritan Dialogue

...Hmm? Oh... you must be... a hunter. Very sorry, the incense must've masked your scent.

31 | Chapel Samaritan Dialogue

But if you spot anyone with their wits about 'em... Tell 'em about this here Oedon Chapel. They'll be safe here. The incense wards off the beasts.

32 | Arianna Dialogue

Oh, thank goodness. You're a hunter, right? Might you know of a safe place? The night is long, and I've very little of the incense left...

33 | Arianna Dialogue

I'd like to tender my thanks, but I haven't much to offer... All I can give is my blood. But... would you even take a whore's blood?

34 | Blood of Arianna

Blood taken from Arianna, Cathedral Ward woman of pleasure. The sweet blood of Arianna restores HP, and temporarily speeds stamina recovery. A member of the old Healing Church would know that her blood is similar indeed, to precisely what was once forbidden.

35 | Noble Dress

A finely tailored bordeaux dress. Worn by the nobles of the old bloodline that traces back to the forsaken Castle Cainhurst.

36 | Bigoted Man Dialogue

Beware the lady of the night. I can see it in her eyes. She deeply resents the young saint. She hears people whisper. She knows what people think of her. Yes, she despises the saint for having what she doesn't. Bloody wench, they shoulda moved her on ages ago.

27 | Arianna Baby

38 | Adella Dialogue

Ahh, by your garb... the Healing Church... You've come to save me... Ahh! Thank you, dear saint!

39 | Adella Dialogue

The town is in disarray, but there are still people here. Together, we await the help of the Healing Church.

40 | Adella Jealous

41 | Arianna Dead

42 | Iosefka Dialogue

I'll do what I can, of course. Perhaps this will help you, if only in some small way. This night is long, but morning always comes.

43 | Iosefka's Blood Vial

Blood vial acquired from Iosefka's clinic. This refined blood, highly invigorating, restores a larger amount of HP. The product of a slow and careful refinement process, this rare blood vial appears to be a clinic original.

44 | Iosefka Hand Comparison

45 | Iosefka Dialogue

The treatment is going well, stabilized, for the most part. Fascinating, really...

46 | Iosefka Dialogue

Things need not change... You'll do the rescuing, and I'll do the saving...

47 | Iosefka Dialogue

There aren't many humans left, I know, but find me every last one you can. We must find a way. To surpass our own stupidity. You're one of the bright ones. Don't you see how much this means?

48 | Micolash Dialogue

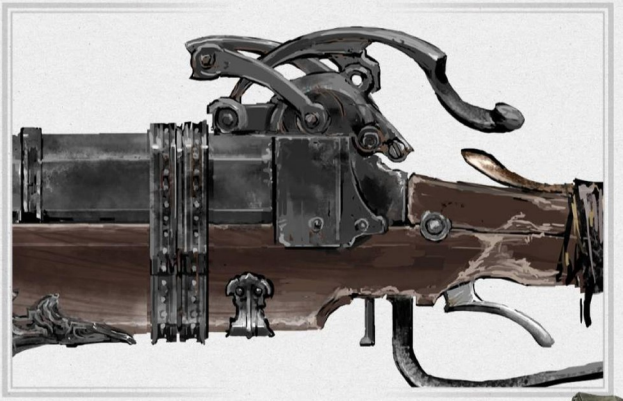
Grant us eyes, grant us eyes. Plant eyes on our brains, to cleanse our beastly idiocy.

49 | Iosefka Dialogue

God, I'm nauseous... Have you felt this? It's progressing, I can see things... I knew it, I'm different. I'm no beast... I... Oh... God, it feels awful... but, it proves that I'm chosen... Don't you see? How they writhe, writhe inside my head... It's... rather... rapturous...

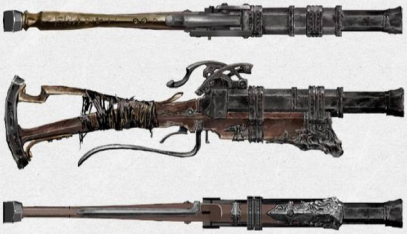
50 | Brain Fluid

In the early days of the Healing Church, the Great Ones were linked to the ocean, and so the cerebral patients would imbibe water, and listen for the howl of the sea. Brain fluid writhed inside the head, the initial makings of internal eyes.



Hunter Blunderbuss

[CONCEPT VIEWS]



[FINAL MODELS]

Valtr, Master of the League

[CONCEPT ARTWORK]

Yharnam Hunter

[CONCEPT ARTWORK]

Yharnam Hunter Attire

[FINAL PIECES]

Burial Blade

[CONCEPT ARTWORK]

Foreign Attire

[ATTIRE CONCEPT ARTWORK]

Cainhurst Noble

[CONCEPT ARTWORK]

Cainhurst Attire

[FINAL PIECES]

Repeating Pistol

[CONCEPT ARTWORK]

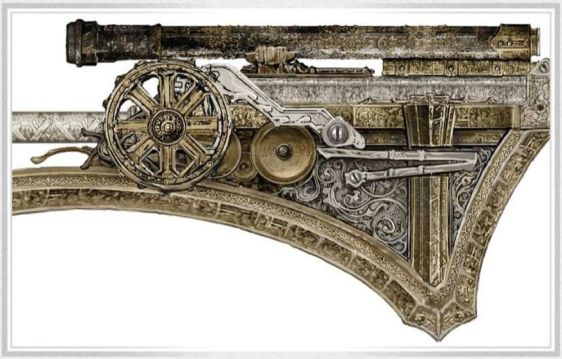
Reiterpallasch

[CONCEPT VIEWS]

Lady Maria
of the Astral Clocktower
[CONCEPT ARTWORK]

Ludwig's Rifle

[CONCEPT VIEWS]



Rakuyo

[FINAL MODEL]

Maria's Attire

[FINAL PIECES]

Hunter Pistol

[CONCEPT VIEWS]

Father Gascoigne

[CONCEPT ARTWORK]

Gascoigne's Attire

[FINAL PIECES]

Father Gascoigne (Second Form)

[FINAL MODEL]

Blade of Mercy

[CONCEPT VIEWS]

Graveguard Attire

[FINAL PIECES]

Maneater Boar

[CONCEPT ARTWORK]

The Witch of Hemwick

[CONCEPT ARTWORK]

Logarius' Wheel

[CONCEPT ARTWORKS]

Executioner

[CONCEPT ARTWORK]

Executioner Attire

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[CONCEPT VIEWS]

Alfred, Hunter of Vilebloods

[FINAL MODEL]

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[CONCEPT ARTWORK]

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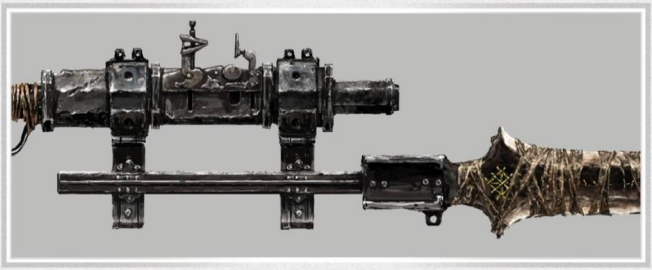
[CONCEPT VIEWS]



[FINAL MODEL]

Blood-starved Beast

[CONCEPT ARTWORK]

Saw Cleaver

[CONCEPT ARTWORKS]

Cleric Beast

[FINAL MODEL]

Cleric Beast

[CONCEPT ARTWORK]

Old Hunter

[CONCEPT ARTWORK]

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